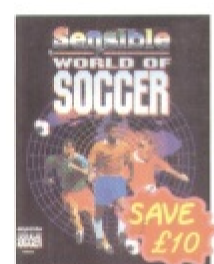
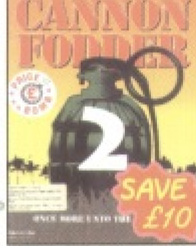

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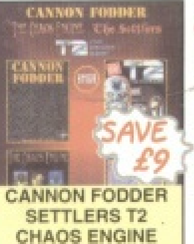

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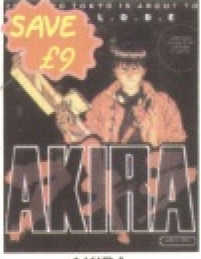

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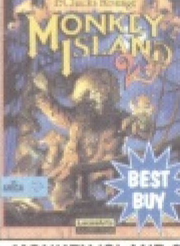

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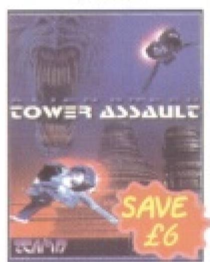


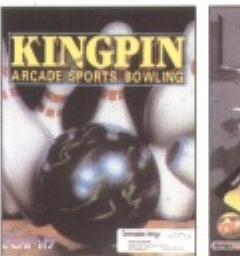
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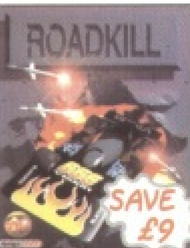

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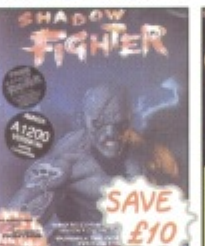

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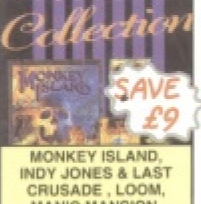

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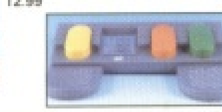
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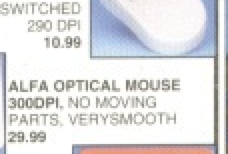
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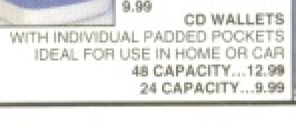

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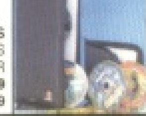
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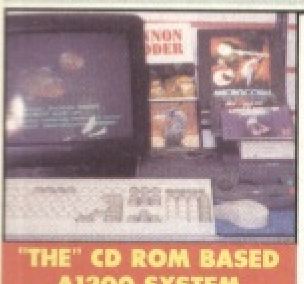
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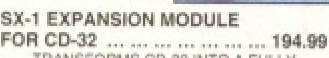
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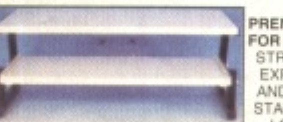
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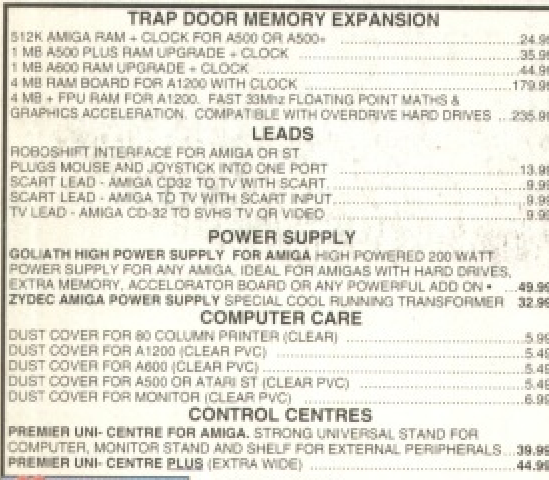


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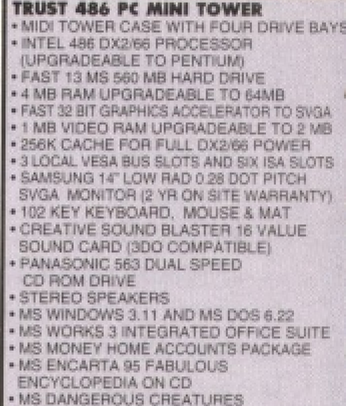
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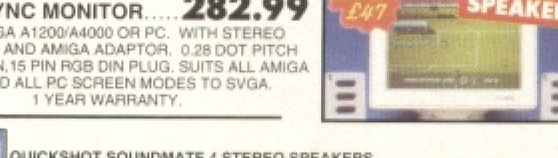
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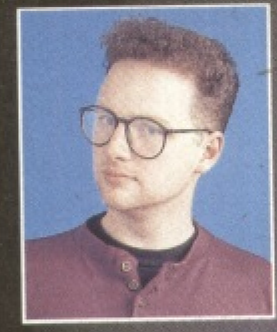
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CONTENTS



Welcome, dear friends, to our new-look 'Contents' page. We've all been on a course, you see, where a lovely lady called Margaret told us politely but firmly that 'it looked crap', and we should make it even more readabler. Et voila, la resulte — un, er, completely fresh approach to 'Contents technology'. Being the sticklers we are for professionalism and never hacking the edges off corners, we also decided to rearrange some other pages. So, for instance, you might notice that each section is now colour-coded for easy reference. Our friend Marge also informed us that the term 'Features' is completely arse, and doesn't mean anything to the bloke or blokette in the street. Aside from making Harry's new title 'features editor' a bit of a joke (put your hands together for the erstwhile 'prod'), it means I can proffer two utterly new, and yet familiar, sections. Our April 'menu' starts with 'Nibbles' (things to get your taste buds racing), and finishes with 'Rhubarb' (to send you on your way with a nice full tummy). Quite what next month's theme will be, God alone knows, but I can promise you that *The One* will always have a beginning and an end, and that between all this designer frippery lies the same informative, sharp and yet, slightly puerile commentary on the fantastic world of Amiga games.

Andy Nuttall,
editor.

GAMES FEATURED IN THIS ISSUE

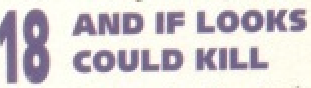
COVER STORY P. 20

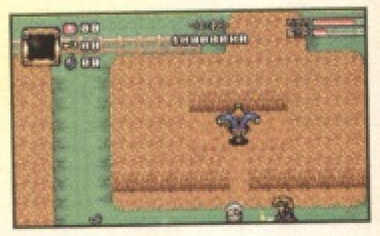
Street Fighter II is back and this time it's Super! Mercifully, though, it's not calafragelistic-expialidocious into the bargain, which would have been a bit of a bugger to squeeze onto the cover.



NIBBLES

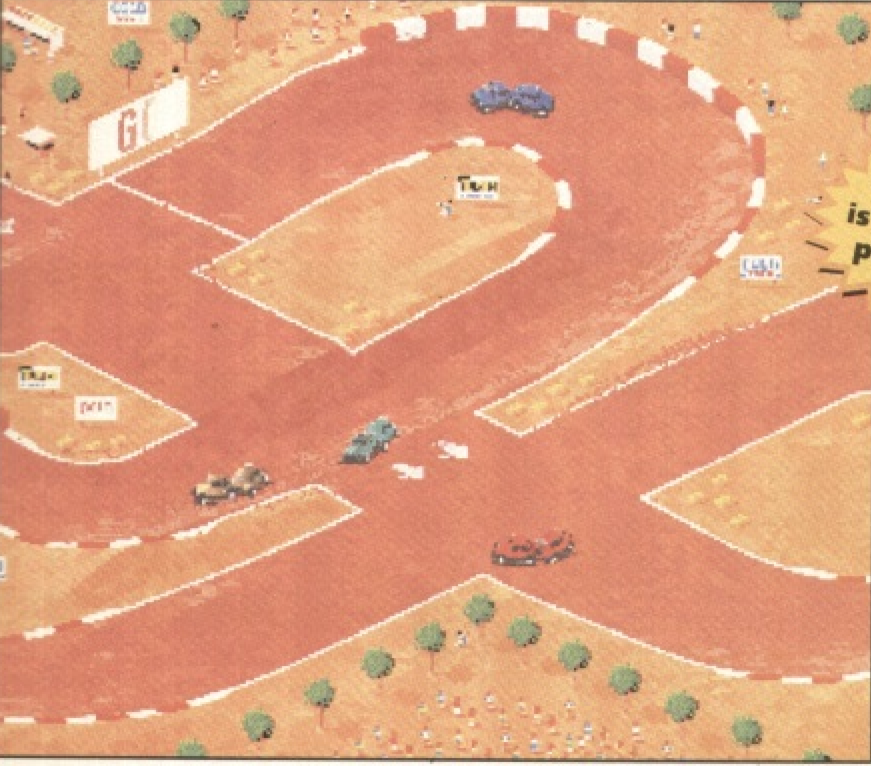
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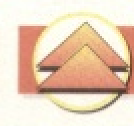




REVIEWS



Page 81 is a bit of a prankster



UPDATES



REPLAYS



TIPS

COMPETITIONS



RHUBARB



BOOT SECTOR

X-FIGHTER

Thalion (Not A500)



BIFF! SOCKO!! THWACK!!! OOGHYA!!!! Indeed, I have many exclamation marks at my disposal, and I'm not afraid to use them! The Amiga really does seem to have gone beat-'em-up bonkers of late, and if *Mortal Kombat 2*, *Shadow Fighter*, and *Super Street Fighter 2* aren't enough to make you dribble down your shirt, here's a new jobbie from Thalion, quite literally out of the blue.

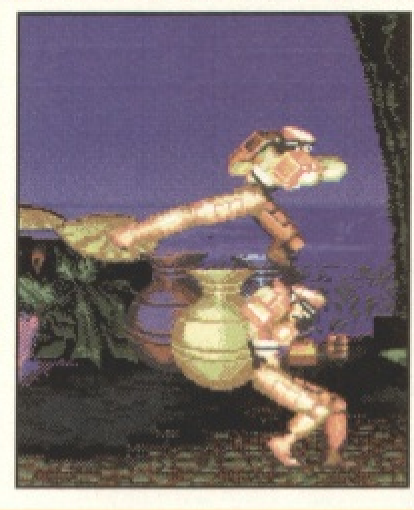


Once again we have a right old exclusive up our sleeves for you lucky *The One* readers, and though this seems to have appeared from nowhere, it certainly looks promising at this early stage. So grab yourself a joystick, load up this little darling, and in the best beat-'em-up tradition, thwack the cack out of the CPU opponent.

There's really no need to explain how these games work — it's all in the wrist (as they say), and you'll probably have more fun working out the moves for yourself (well, it gets me out of having to explain each and every one anyway, doesn't it!)

As is the norm, by using the fire button and the eight joystick directions you can access a variety of moves, although there are a few rather more special combinations (that I'll explain in just a moment).

So that's it really, folks. Punch, kick and jump around the screen, and above all have a damn fine time. Anyway, here comes the special control summary. Enjoy...





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UPPERCUT FIST: Towards, towards, fire.
SUPER ATTACK: Away, away, away, away/fire

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He's had the flu! He's had a cold! He's even had a cough! Matt Broughton truly is a man who knows no boundaries, and to top it all, here he is with Boot Sector! How can one man be so lucky? Simple, just become deputy editor of The One. Boom boom!



X-FIGHTER
Thalion



FLIGHT OF THE AMAZON QUEEN
Renegade

FLIGHT OF THE AMAZON QUEEN

Renegade (Needs 1Mb)

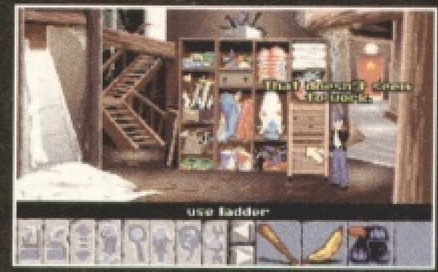
Hello! What's this? A nice graphic adventure! Well, we don't get many of these little beggars on the Amiga, but when we do, they're generally worth the bother. *Beneath a Steel Sky* was about the last truly marvellous adventure to appear on the old Commodore grey box, but Renegade has got something special up its trousers, and sod me if we haven't got a rather large piece of it!

Fortunately for me, there's a nice big intro to let you know what's going on here, but in the best adventure traditions, it all revolves around making use of the various items and characters found along the way.

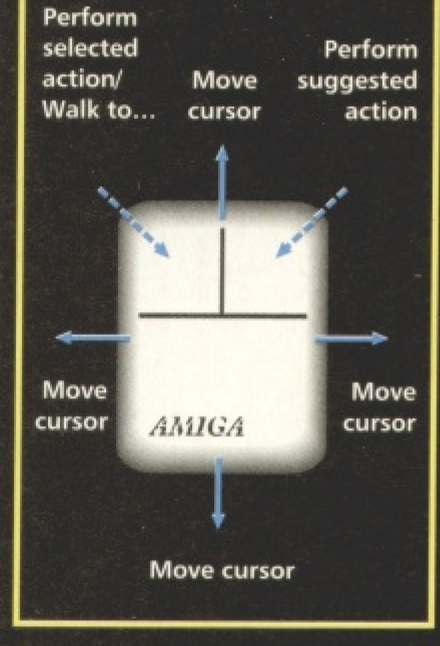
Point and click between the action icons in the bottom panel and the items on the game screen to perform a number of different, er... actions, and feel free to experiment 'til your heart's content.

So that's it. I'm not going to give you any clues (cause that just spoils the fun — and I've got my own surgery for that sort of thing anyway!) but let's just say that there's something 'a bit fishy about that elephant in the saucepan'. Yeah. I think you know what I mean.









LOADING FOTAQ

Alright guys an' gals, I know this is a bit spanner-like for *The One*, but because this demo is so impressively huge, we've had to compress it on to one disk (that way you still get two demos for your money — aren't we kind to you?) so you'll need to have two spare disks at the ready to de-compact this on to. Ready?

DISABLE ANY HARD DRIVES IN YOUR MACHINE OR IT WON'T WORK!!

1. Insert your *Flight of the Amazon Queen* disk (DISK B) into your drive and turn on the power.
2. The Workbench screen will now appear with two enormous icons marked 'FOTAQ '1 and 'FOTAQ 2'. First use the mouse to double-click on the 'FOTAQ 1' icon and follow the on-screen prompts, inserting YOUR spare disk 1, and swapping when called upon to do so, until the original Workbench screen re-appears.
3. Now do exactly the same, only with the 'FOTAQ 2' icon and YOUR disk 2. Do what the screen tells you, and nobody gets hurt. Okay?
4. Once all this jiggery-pokery has finished, insert YOUR newly-minted disk 1 into the drive and reset the machine.

LOADING YOUR DISKS

1. Peel the disk of your choice from oft the cover front and remove it from thine bag.
2. Insert it into thine hole and turn on yonder Amiga.
3. If the cover demo be *Flight Of The Amazon Queen*, read my beautiful box out above.
4. If the cover demo be *X-Fighter*, er... have a nice time beating people up. Ta-ra.

FLANNEL MY PANEL

1. OPEN
2. CLOSE
3. MOVE
4. GIVE
5. LOOK
6. PICK UP
7. TALK TO
8. USE
9. CYCLE INVENTORY







NEWS

COMMODORE INVESTS MILLIONS

The A1(M), yesterday.

Commodore UK's Maidenhead HQ was literally awash with 'bubbly' today after it was announced that the company is to launch a brand new computer, the A1(M). Commodore claims that the new machine will lift the Amiga out of the doldrums and carry it shouting and waving an enormous cutlass towards the rich pickings offered by the home leisure market.

The new Amiga is a bloody great dreadnought of a micro, and comes armed with 32 megabytes of RAM, a 1 gigabyte hard drive, 32-bit graphics card, 64-bit processor, 8x speed CD-ROM drive, and what's more it's finished in that nice grey we all know and love. Commodore has decided against including a PCMCIA slot in the A(1M) on the grounds that it sounds 'too silly'.

Delighted executives displayed the new machine triumphantly to astonished journalists, who had congregated in the foyer on the off-chance of any news on the the long-running Commodore take-over saga. A spokes-coffee filter for the company declined to comment on rumours that the management buyout was nothing more than a bizarre plan cooked up by David Pleasance to keep his name in the computer press: 'Gurgle, gurgle, gurgle, plop' it went, officiously.

Later however, a sparrow on a nearby roof confirmed that it had 'dropped its load' on a large Japanese car parked in one of the directors' bays last Tuesday. Further details will be announced on April 1st.

Love that body!

STREET FIGHTER POO!

The Time: 6:30pm, on Friday the 24th of February.
The Place: The Odeon, Marble Arch. (Posh eh?)
The Reason: The fab multimedia premier of *Street Fighter: The Movie*.
The Verdict: Poo. On a stick.
Report by Matt 'and why not' Broughton.

I should be so lucky

Er... right then. Where to start, really? The plot. And why not? Well, Bison, a mad dictator-type, has gone a bit bonkers in some foreign country, and captured a number of Allied Nations workers, killing a few hundred soldiers in the process. American commander, Guile (played by Jean Claude Van Damme) is sent in to sort him out, and in the process meets just about every *Street Fighter 2* character ever, who have all (rather conveniently) managed to be in the same place at the same time.

Hmm. Well, you have to congratulate the producers for actually getting anybody at all to participate in this dreadful film, as well as managing to get them not only looking like their game counterparts, but fighting with many of the same characteristics (for my money — and very nice money it is — Ken and Ryu are the best).

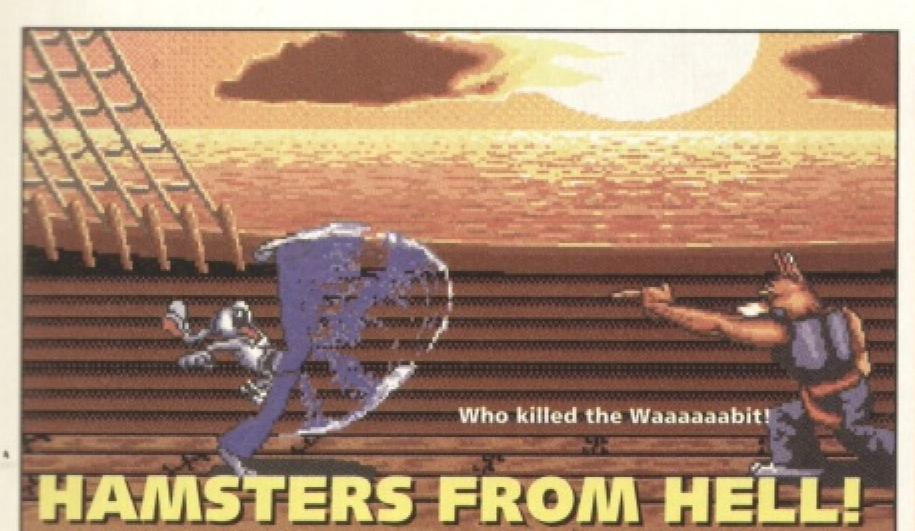
And so, in summary...

1. There's a very nice Stealth Boat in the middle.
2. Chun Li is a serious babe (I've just never been a fan of red tights).
3. Jean Claude Van Damme doesn't sound American. At all.
4. Watching the film just makes you want to go home and play the game. ASAP.
5. Though Kylie looks gorgeous in a tight vest top, she can't do an English accent to save her life. Or her career, as the case may be.
6. Blanka is very, very, poor.

FINAL APPROACH

Games quality officials at Britain's best, but tragically, least popular Amiga magazine, have given a cautious thumbs-up to the news that Thalion is to release a follow-up to the stonkingly popular *A320 Airbus* flight sim. Though emphatically 'not a game', *Approach Trainer* is most definitely a sim, indeed sources not a million miles away from your Earth moon, claim that *AT* is putting the 'ulation' back after the 'sim'. Thalion UK's Tony King is claiming that sales of over 250,000 for *Airbus* guarantee an enthusiastic reception for *Approach Trainer*. "People loved *Airbus*," he told our reporter, beguilingly. "They would set up a flight from say, Seattle to Miami, and then go and make themselves a cup of tea — and who knows, perhaps even a cake, while the auto-pilot took control for the hop across the continent. There are *Airbus* clubs where people discuss the finer points of landing at Schipol or Gatwick."

AT sets out to re-create the excitement of taking off and landing at European airports. The idea is, you pick an airport and then practice landing on it, or taking off from it. *AT* costs £25.99 (+£2.50 P&P) and is only available from Thalion UK, 145-147, Alcester Road, Mosely, Birmingham, B13 9JP. Cheques are payable to 'Extender'.


Who killed the Waaaaaabit!

HAMSTERS FROM HELL!

As already mentioned (in 'Boot Sector' if memory serves) the Amiga has enjoyed a busy old selection of beat-'em-ups over the last few months. We've had *Mortal Kombat 2, Shadow Fighter, Rise of the Robots* (well, I didn't say they were all great, did I!) not to mention the promise of such future titles as *Master Axe, Super Street Fighter 2*, and the mysterious *X-Fighter*.

Well, add one more to the list, and prepare to be beaten up by Kung Fu bunnies, kick-boxing foxes, and wrestling bears. *Brutal: Paws Of Fury*, is a new release from Gametek, and having just done the rounds on the consoles, looks quite, er... different.

Taking the stance of such cartoon classics as Tom and Jerry, Roadrunner and Wile E. Coyote, *Brutal* approaches the genre in a slightly different way, relying more on humorous animations and silly moves rather than the usual 'Flame attacks' and gory effects that we've become used to.

Being cartoon animals, rather than just knocking each other about the place, these little cuddlies get involved in tons of visually-rewarding antics such as face stretching, rubber-neck springing (and I'm sure that if you hit someone with a hot iron, their face will go all triangle-like too!)

Features include instant replays, a tournament system, tons of excellent animations, and a progressive grading system where more moves are made available to the player as he progresses through the belts. Let the tournament begin!

NEW FRONTIERS

If you think it's clever to keep flying between Mars High and Barnards Star trading in liquor and Computers, now's your chance to get together with some like-minded saddoes, as the first ever *Frontier* support organisation bursts into being.

The brainchild of one Steve Minton, 'The Frontier Users Group' aims to help members progress further by examining saved games and compiling tips.

The only stipulation is that you must hold an *Elite* rating of at least 'Average'. Send a stamped SAE, a couple of *Frontier* tips, and one or more saved games (to prove you're worthy) to; Steve Minton, 71 Woodshutts Street, Butt Lane, Talke, Stoke-On-Trent, Staffs. ST7 1LD

STOP PRESS...STOP PRESS...STOP PRESS...



IT'S NOT ALL DOOM...

Indeed it is not, ladies and gentlemen, so cast your eyes upon this spanking new *Doom*-esque 3D violence-fest of a game — *Gloom*. We've had various 3D Amiga games shown to us over the past few months, including such poo-flaps as *Death Mask*, and potentially juicy lovers as *Alien Breed 3D*, but it must be said that this new product wees on them from a great height.

Live and direct from Australian team, Black Magic (featuring Acid Software's Mark Sibly, and some other damn clever people) *Gloom* succeeds where the others have so far failed, by being the first such Amiga game to capture the atmosphere and adrenalin of the PC success story with knobs on, *Doom*.

We've literally just taken our demo off the modem, and by jingo is it good! Generally we have to go on PR reps' say-so, but both myself and Harry have just spent a good hour blowing people up, and the two-player challenge against Andy was pretty groovy too!

One of the best things about *Gloom* is the level of detail. As well as the rather splendid intestines, ribs cages, and miscellaneous body-parts that fly across the screen following each death, the player is offered the choice of either a full screen with low resolution (again, not something we've been allowed so far on Amiga 3D games), or a slim-screen with hi-res action. There are also other oddments and sodments, such as turning the ceiling and floor detail down to speed things up, and running on an unaccelerated A1200 things look pretty spunky.

It's a shame this has come in so late, because otherwise we would have given you more to look at, but needless to say, there'll be tons more in *The One* next month. Don't touch that dial!


Anozer waffer thin mint sir?



STOP PRESS... STOP PRESS... STOP PRES

THANK YOU MR SILICA

While many capricious softies are turning their pretty noses up at all things Amigery and declaring that they can "smell something a bit whiffy", other more more loyal companies are getting right behind the Amiga and offering it their firm support. Take Silica for example. It's great isn't it? No sooner had the new year eased its sylph-like form into the clinging costume of February, than the Sidcup stalwarts were announcing a brand new eight-page catalogue, stuffed to the gills with toothsome software and scrummy peripherals.

There's money off loads of spannery-type things which we haven't really got the inclination to go into in too much depth, but incredibly, the catalogue also has some juicy game-flavoured morsels for you to chew too! Yes, it's money-saving offers a-go-go with Silica, with a whole £5 off such fab titles as *Lemmings 3, SWOS* and *Skidmarks 2*!

Silica's new Amiga catalogue is available free to anyone who visits one of its 21 stores, or you can get hold of a copy by calling the Silica mail-order hotline on 081 309 1111 Monday to Friday. between 9am and 7pm. Phew!



● Trousers all over Farringdon were flying at half-mast recently, when the death was announced of Lieutenant Commander Sir Marshall George Clitheroe Warmington, 3rd Bart, aged 84. Warmington, known universally as 'Pants', was born on May 26th 1910 and educated at Charterhouse. He is widely believed to have been the first person this century to have the word 'Pants' coupled to his name in an amusing and clever way. *The One* would like to extend its sincere sympathy to the bereaved family. (source: *The Daily Telegraph obits*)

● The National Museum of Computer and Video Games is a must-see for all gaming nuts, especially those who fondly remember such ancient coin-op classics as *Pong* and *Space War*. The salad days of monochrome displays, paddle controllers and *Space Invaders* has long gone, but it's nice to know that there's now a way to keep track on the gaming past. Problem is, it's in St. Louis, Stateside — so isn't it about time some entrepreneur did a similar thing in Blighty?

● In an unpredicted and unprecedented move, games developer Probe Software has changed its name. Not content with the god-given name it was blessed with, the *Mortal Kombat 2*-producing company shall from now on be called... Probe Entertainment. Radical.

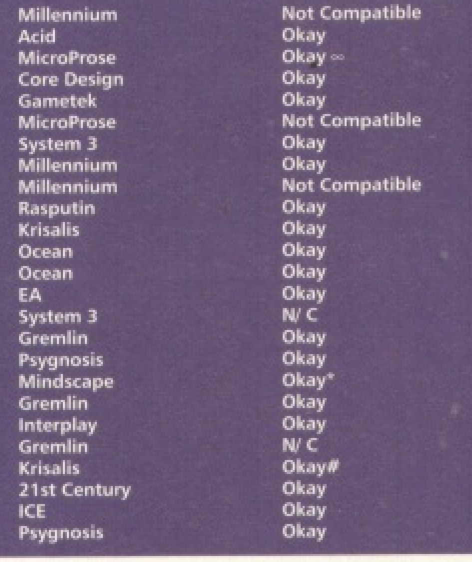
● Back in the real world, The National Lottery has been blamed for shaving 2.26 percent off retail sales in each week of January. It seems the logic is that if people go out and spend £1 on a ticket, they're less likely to go and buy a new washing machine, or something. Plop, we reckon — and we're going to carry on spending our oncers in the spirit of hitting the jackpot.

● The rights to Sensible Software's next three games, and an option on every game after that, has been picked up by newly-formed Warner Interactive Entertainment. The company, which recently acquired Renegade, has pipped Virgin, which many thought would like to build on the success of its *Cannon Fodder* titles. *Sensible Golf*, though, will still be published by Virgin.

ZAPPO COMPATIBILITY

Want to know which CD32 games will work on your Zappo A1200 CD drive? More next month. Again.

KEY: 3.0 Boot: No fast memory, Graphics 3.0 ● Fast Boot: Fast memory, Graphics 3.1 ● * Joystick in port 1 ● # Disconnect Mouse ● ∞ Load Workbench first



Global Effect	Millennium	Not Compatible
Guardian	Acid	Okay
Gunship 2000	MicroProse	Okay ∞
Heimdall 2	Core Design	Okay
Humans 1 & 2	Gametek	Okay
Impossible Mission	MicroProse	Not Compatible
International Karate+	System 3	Okay
James Pond 2: Robocod	Millennium	Okay
James Pond 3	Millennium	Not Compatible
Jet Strike	Rasputin	Okay
John Barnes Football	Krisalis	Okay
Jungle Strike	Ocean	Okay
Kid Chaos	Ocean	Okay
Labyrinth of Time	EA	Okay
Last Ninja 3	System 3	N/ C
Legacy of Soracil	Gremlin	Okay
Lemmings	Psygnosis	Okay
Liberation: Captive 2	Mindscape	Okay*
Litil Divil	Gremlin	Okay
Lost Vikings	Interplay	Okay
Lotus Trilogy	Gremlin	N/ C
Man Utd	Krisalis	Okay#
Marvin's Adventure	21st Century	Okay
Mean Arenas	ICE	Okay
Microcosm	Psygnosis	Okay



Making a late substitution into the already-crowded football management genre, Impressions has announced its first foray into sports simulations.

Ultimate Soccer Manager is touted as the "last word in football strategy games," and while there are a few companies in there with a shout, Impressions' game does boast some interesting features. Topical activities include match rigging, the chance to place heavy bets one your own team, and the opportunity to offer 'bungs' to other team managers in order to get your player. Hmmm.

Gimmicks aside, *USM* lists rendered graphics, interaction with players, and press conferences among its features - along with a 'realistic overhead view' of the pitch, making in-match changes and tactics easy. I bet Sensible et al are kicking themselves for not thinking of that one first.

Ultimate Soccer Manager will be released in April for the A5/600 and A1200. Expect a full review next ish.

GAMES CHART TOP TEN



1. (1) **SWOS** (Renegade)
2. (—) **Pinball Illusions** (21st Century)
3. (2) **FIFA Soccer** (EA)
4. (3) **Theme Park** (EA)
5. (5) **Cannon Fodder 2** (Virgin)
6. (—) **Beau Jolly Comp.** (Virgin)
7. (6) **Mortal Kombat II** (Acclaim)
8. (4) **Premier Manager 3** (Gremlin)
9. (9) **On the Ball Lg Ed.** (Daze)
10. (—) **Football Glory** (Black legend)

SPOOKY

The X-Files is the subject for Gametek's new baby *Bureau 13*. Based, we reckon, on BBC2's critically-acclaimed series, the game promises stunning 3D rendered graphics, and "a varied and gripping adventure." At least, that's what our sister mag *PC Review* thought.

Bureau 13 will be released by Gametek in April, in both A1200 and CD32 formats.

CARRY ON COLUMBUS

As exclusively revealed in *The One* several months ago, MicroProse is to produce Sid Meier's excellent strategy game *Colonization* for the Amiga.

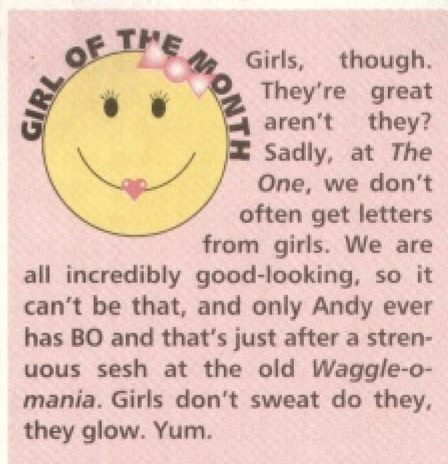
While the similarly-named prequel *Civilization*, also from Sid Meier, put you in charge of an entire race of people from the very beginning, *Colonization* starts in the 17th Century, with you sailing over the briny to found new colonies in the USA.

Despite the success of *Civilization* Amiga, MicroProse was never enthusiastic about producing the new game on the format, because the PC version was actually programmed States-side. The news surprised *MicroProse*'s PR bloke Jason Dutton as much as us. "I saw the news in *The One*, and laughed," he told us. "However, some months later, the game appeared on our release schedule!" And the rest, it seems, is history.



Letters

Incredibly there is no room for our helpful 'Questions' slot this month, so we will be holding all your 'Questions' over until next time, when we will be holding something of a 'Questions Extravaganza'. Actually it's not that incredible as it's entirely due to bloody SWOS of which more anon and overleaf. In the meanwhile and meantime you may of course talk to us in cyberspace at theone@cix.compulink.co.uk or write to us at Letters, The One, 30-32 Farringdon Lane, London EC1R 3AU.



Girls, though. They're great aren't they? Sadly, at *The One*, we don't often get letters from girls. We are all incredibly good-looking, so it can't be that, and only Andy ever has BO and that's just after a strenuous sesh at the old *Waggle-o-mania*. Girls don't sweat do they, they glow. Yum.

LANCASHIRE LASS

Dear *The One*,

Oh go on, please! Pick me! I want to be 'Git of The Month'! If you do pick me, I'll give you the phone numbers of all my classmates, and I go to a girl's grammar! Sorry Jo, I don't know that many people from the boy's grammar, and the few I know could be 'gits of the month's' themselves, if they really wanted to. Notice, I didn't even bother to write this letter on a computer, just in ordinary blue ink. Oh go on, you know you want to.

Anonymous
(With three red kisses and a little heart!!! No really!)

PS. Please?
PPS. Tell Harry I love his eyes. They're my favourite colour — MONEY!
PPPS. I'll even forgive you for always making annoying remarks about girls. I can beat my brother at some games and I think football games are rubbish. (Sorry, I suppose I should have said 'Pants'.)
PPPPS. And don't make any jokes about girls' grammar schools either. I just want to make Lancaster famous.

Who is this delicious sauce bottle from the boreal night? From what delectable corner of the red-rose Shire does this sultry temptress ply her coy vicissitudes! Only describe the colour of her hair so I may expire... er, hang on, it says, (house and road number withheld) Melling, Carnforth, Lancs' on the top of this letter. I hadn't noticed. That's not very 'Anonymous' is it? Anyway, Anny, thanks for your beautiful letter, which got us blokes pretty hot under the collar, I can tell you. Sorry you can't be 'Git of the Month', but no-one who asks is ever considered worthy. Still, you can be 'Girl of the Month' in fact, you're probably 'Girl Of The Last 12 Months Or So,' but I can't be bothered to check. Yes, love, football games are all rubbish aren't they? I prefer, Knit-o-mania, Dressing-up Wars, *that fab platformer,* Pernod & Blackcurrant in Lil-Let Land, *and the RPG classic,* Nag, Nag, Bloody Nag! *And your brother probably only lets you win at games because you're a girl anyway. I know you and your gorgeous classmates will enjoy giggling incessantly about this in a corner. I just hope nobody faints.*

CHECK BATE...

Dear *The One*,

I'm totally knackered and really bored, so I thought I'd write to you to cheer myself up. Good idea, but I couldn't think of anything to write about. But then I had a flash of inspiration and went downstairs and picked up the March issue of your most excellent mag and looked at the letters pages. I read quite a lot of mags (most of them in the shops, though) but I only buy three, (yours, *Amig* — snip! — Andy.) because the rest are crap. In most letters pages there's nearly always some sort of complaint about coverdisks. The majority of them are about compatibility between 500s and 1200s. I myself used to own a 500 up until a couple of years ago, but when the 1200 came out, I very quickly bought one and I have to say I'm very pleased with it. I have bought lots of software and plan to buy that *Worms* as I love Team17 games (hint?). I love to sit down in a chair when my subscription comes and read it cover to cover but the one thing I hate when I've spent £3.95 on a mag is to find that on the letters pages is some pleb going on about why this coverdisk won't load when it said nice and clearly in big yellow writing on the side of the disk '1200 ONLY'. So shut up and get some contact lenses and CHECK the bloody thing will work before buying it! Oh and if anyone says that I'm being biased towards 'loyal' 500 owners, they can shut up too! Honestly, if we've paid £400 for a 1200 I think we deserve something.

Angry Richard Stokes

PS. If *Alien Breed 3D* isn't very fast, then don't compare it to *Doom/2*, because let's face it, a PC is slightly more powerful (and faster) than an Amiga isn't it, eh? You get what you pay for, though.

Buenos nochos Ricardo! Coma esta? Qué bonkers, eh? Non est terminado! Naranja, limon, et heladeria. I too wish to sit down in one of your English chairs when my subscription comes. It is incredible read! I also am in love with your English Team 17 (hints), No?

IT'S CHARLES 'CHARLIE' CHARLES...

Dear *The One*,

I am a 50+ year old man, with two grown up children in their early twenties. Both of which, I might add, are doing well in their chosen professions. I am also on the dole. Which is my chosen profession. Ha, ha.

But I am lucky in one aspect. I do have my A500 with its half meg exp, and external drive. Also, I have my IBM printer, and a drawer with something like 250 games in it. Most of which, I must admit, though, I have only ever played once or twice.

But, slowly and surely, I am starting to build a fairly large collection and I know that I have something to thank Mr Babbage for. If it weren't for him, I and some others I could mention, would be running around with a straight-jackets on, making rather peculiar noises.

But enough of this twaddle. I am writing to you because I am annoyed at the way the kids of today are being exploited. Exploited by so-called 'In'-house games makers, who throw out (and I mean that quite literally) games that I can only describe suitably in one word, CRAP. If you'll pardon my thingy.

I am talking about football games. Yes, and that includes *Sensi Soccer*.

When are they going to bring out a game where you, (the player) are just one member of the team, (pick the position you want before you start), rather than keep swapping players while the game is being played. It can get very confusing, even for us grandads.

If you pick a forward position, (most kids will) then the skill is moving into empty spaces and keeping up with the game. It would be a simple matter to tap the fire-button twice to call for the ball when you are in an empty space. Even though it's a rule I don't like, I think they should have off-sides in the game, though having dabbled a little in programming with my son, I can see that it would be quite a difficult thing to implement.

David L Brooks
Worthing

PS. Man U. for the double

You will notice Brook-o, that we had to edit down your letter a fair bit. Gone are the rambling passages concerning the Army, dubbin, Americans and Manchester United. What



remains is your plea for a football game which is just, well, like a football game. It's a rubbish idea.

Computer games are not meant to be real-life simulations. There are at least two reasons for this. The first and most unavoidably patronising, me old babbler, is because reality, as you have probably already discovered, is often fruitless and excruciatingly dull. Running up and down the pitch, 'yelling' for the ball, with no guarantee that your CPU team mates will pass it to you doesn't sound like much fun. Or would you build in an override so that they always have to pass to you — but no, you can't do that can you, because that's not what really happens. Unless you're Matthew Le Tissier of course. And how long would games be, 45 minutes each way? Snorerama.

Paradoxically, the second reason is that computer games cannot compete with reality. A game can't simulate the excitement of actually playing football with your mates, nor can it come close to the thrill of attending a real match and watching your heroes play and/or ponce about like pansies. As most programmers have realised, it would be folly to try to simulate these experiences, and so they concentrate on the fantasy aspects of football, those which require imagination. Manage a football team (better than the total incompetent actually in charge), pretend to be any team in the world and pull down the footballing pants of your best friends — even if you are crap at sports, a girl, or and I think it's worth mentioning, a bit ill. If you want the real thing, Brooky-san, there's plenty of it about, but you won't find any programmers worth their salt attempting to duplicate it in any game. And by the way, Aston Villa 3, Manchester United 1. There's a Coca-Cola Cupful of reality for yow.

TICK-OFF!

Dear *The One*,

I recently purchased an A1200 version of *Kick Off 3*. Having enjoyed the previous two *Kick Off* games I thought it would be a good investment. After a short session I came to the conclusion that it was a pile of 1FM, due to some big flaws. For example, very dodgy sound, a suspect off-side routine as well as hard control system, to name but a few. Then I found an advert in your December issue for a new *Kick Off 3* with improved sound, graphics, players' names editor, save goals facility, more teams and set plays. Overall, a better game, so why in the hell didn't Anco take a bit more time to start with and include all these features in the first version? I am a student and can't afford to shell out another 20 to 30 notes on the improved game. In my opinion, Anco rushed to finish the original version to coincide with the World Cup, then realised it wasn't so good and released this new version, thus ripping off the punters who bought the first game.

Now after getting that off my chest, I've a couple of questions for you: 1). When will *Grand Prix 2* come out? 2). Why did you say that *Sensi Golf* would be out for Christmas, yet it isn't out until March (according to Special Reserve).

Wes Scott
Fraserburgh

Weston, me old mucker, me old matington, you throw a number of interesting points, most of which sadly, land well wide of the mark. Firstly, Anco did not manage to get Kick Off 3 *out till after the World Cup '94, so you can hardly accuse it of rushing it out to coincide with the event. Secondly an upgrade is available for* Kick Off 3 *for £10, though whether or not you could describe an Ayrton as an exploitative sum is a point about which I would say there is much and varied moot. If you fancy the upgrades then send your disks to:* Kick Off 3 *Disk returns, c/o Anil Gupta, Anco Software, 7, Millside Ind Est, Lawson Road, Dartford Kent. DA1 5BH. A postal order for £10 should accompany your missive.*

The answers to your questions are: 1). Never and, 2). We did say that Sensi Golf *would be out for Christmas, but that's because we're nowt but a cake-tin full of gullible tarts who believe absolutely everything the devious softies tell us about their games. In fact, I have it on the best authority that* Sensi Golf 2: It's in my Hole *is due out before* Sensi Golf.

SUB-STANDARD 2050

Dear *The One*,

I am writing to complain about something you find with a lot of games. The boxes are very misleading. I took a risk and bought *Subwar 2050* recently, though I hadn't read any reviews, largely because the description and the screenshots on the back of the box. The textured graphics, tons of detail and loads of colours were amazing. I knew they were PC grabs, but I read report recently somewhere, which said that Amigas, PCs and Macs weren't much different, and so I took the game home thinking Yipeeee! No more rubbish game blues.

When I loaded the game up and started a mission, I thought 'here come the ace graphics' when the worst graphics I had ever seen appeared on the screen! Obviously I was slightly displeased and said 'Oh dear! These graphics aren't very good are they!' The screen was just black with little white dots. No textured graphics, no detail, and only about 16 measly colours. I went mad, I'd wasted £35 (that I'd spent ages saving) on a game with crap graphics that was basically *Gunship 2000* under water — and I've got that already (doesn't it get a bit soggy? — Andy.).

Another thing is a description on the back of the box. It's a load of rubbish. 'Explore thousands of square miles of accurately mapped 3-D underwater landscapes in four different multi-session campaigns: the Antarctic Ocean, the North Atlantic, The South China Sea and the Sea of Japan.' First of all, why bother with four different oceans, they all look the same on the screen. And secondly, who'd want to explore thousands of miles of 'accurately' mapped seascape, when there isn't anything to explore, just the seabed and little white dots on the screen. 'Breathtaking Simulated Combat — it's only breathtaking because it's so unbelievably boring.

I think Amiga games should have Amiga boxes, not PC boxes. It would show the real screenshots and people like me would not be sucked into the trap of buying the game. But that's why they do it, isn't it?

Robert Smith (14)
Whitby

Bobby. Bob. Effendi. You illustrate perfectly the need for review-based mags like The One. *Of course publishers try to package their products as attractively as possible, and of course they cover the boxes in loads of hyperbolic twaddle. You cant blame them for that. It's called advertising. There's no difference between most game packaging and a TV soap-powder commercial. Different media, same generous helping of hot banana-oil. I would advise you to wait for our review next time and save yourself some dosh.*

As, to your last point, though we do have some sympathy with you, it has been explained to us that it is uneconomic for publishers to produce specific packaging for all the different formats, as it would put up the cost of the game alarmingly. Some publishers (like Empire) have even started producing a standard box for all their games. This is covered with a new sleeve for each release. This means that Empire can buy the boxes in bulk and save money. Where one standard package is produced for all formats, they should carry a sticker clearly stating that 'Amiga shots may differ' or some such guff. I agree that these stickers are sometimes rather small and easily missed. So again, my advice is to wait for our review.

You may have read that Amigas and PCs and Macs all have comparable graphics capabilities — what the article should also have said is that while Amigas have the capability to show graphics in as much detail and in as many colours as PCs, they can only do so very, slowly indeed. The Amigas processor is a bit of a Brian the Snail in comparison, see.

DOOM WARRIOR

Dear *The One*,

I have a few suggestions for games like *Alien Breed 3D*. Why don't programmers do something like in *The Settlers*? The better your computer, (RAM, processor etc.) the more things and the better the game?

Why don't they have something like two or three disks full of compressed data which can be decompressed onto the hard-drive (which I might add, loads of people own) thus saving the publishers money and giving the gameplayer more locations, monsters etc.?

What about the RAM? It doesn't all have to go in RAM does it? If you have a hard drive it can load the stuff as it gets it, or even better, load it as you approach it, bit by bit, so you don't have to wait too long. As for the slowing down, why have a full screen of action, when half a screen is just as enjoyable and indeed faster?

Programmers should try to make games that the public likes, and as beating platformers such as *Flashback* is a tad difficult, why don't they look at some different ideas. I am a big fan of *Doom* and would like to see better efforts to make a similar game on the Amiga.

Ricky Cusimano
Derbyshire

Richard. Dick. Dickon. What are you on? Lots and lots of games already check to see which machine you're running, and expands itself to fit. To wit: Alien Breed: Tower Assault, *for just one, along with many other Team 17 games. So the chances are, given the previous track record,* Alien Breed 3D *will do exactly what you say. And your second point, well-thought out and astute though it may be, is absolutely arse.*

Developers already pack their games into the tiniest of binary sand-wich-boxes, because the publishers already tell them to. To keep the costs down. And in the past, the majority of games along the lines of Doom *(Legends of Valour, Ambermoon) are hard-disk installable. Finally, to pull data from hard-disk as you play would make it annoyingly slow. You might not realise it now, but if you saw such a game running, you'd know exactly what I mean. Anyway,* Doom *on the PC loads everything into RAM. And, just to cock a snook at your final comment, AB3D uses just half a screen. It seems somebody got there before you.*

'WE RANG THE GAS BOARD...'

Since its release, SWOS has come in for a fair bit of criticism. So, just to prove that we are not a bunch of spineless cringers, we sent your complaints to Sensi Software and see what those smug sods have to say for themselves. And bugger me if Sensible MD John Hare hasn't got answers for everyone. Even if some of them aren't very convincing.

CHRISTMAS RUSH...

Dear *The One*,
They call themselves Sensible, yet if they were they would include offsides, physio, random post deflections, new kit designs (like Blackburn's home kit), Bargraph stats for players, wind, overhead kicks and standing headers. Where are these features?

I know time was running out, and the Sensi team wanted to get *SWOS* out for Christmas, but surely they're not going to leave it unfinished?

Daniel Hammond
Reading



John Hare: "We felt that offsides would take a long time to program effectively and may just end up being irritating. And the physio got shelved (again).

We put in random post deflections and they were brilliant when they worked, but the ball kept on getting stuck to the foot of the post, so we decided to take them out again.

Blackburn's kit is impossible to do on players with chests five pixels wide. It looks too lop-sided.

The bargraphs used during the development of SWOS were intended to display form and not skills, but we found it impossible to accurately and consistently display form for all of the players in the world, and so we ditched it as we felt that the value was a good enough guide to form anyway.

Wind and overhead kicks? We can't include everything you know, or we'd never have got the bloody thing finished. It was already six months late when we put it out.

Standing headers is something we may add in the future."



GUILTY AS CHARGED...

Dear *The One*
I recently bought your January issue and read the review of *SWOS*. Having finished reading it I rushed out and bought it, seeing as you praised it. I loaded it up, and when I started to play it (it it it it it! — Andy.) I knew that something was missing. I looked back at my July issue, and saw what had happened.

So I have decided to take *The One* to court, with me being the lawyer and the readers the jury. I aim to prove *The One* is guilty of not giving *SWOS* a fair review (you were far too lenient).

Firstly, look back at the July issue, and you'll find pictures of the players with eight bars next to them, showing the skills of each. Where has this gone? It's impossible to tell which players are good, apart from using skills on the transfer market and looking at their price.

Secondly, there's a 'Scout player' option. What's happened to it? Thirdly, what's happened to the approx value on the transfer market?

The One failed to point out these facts, but they are excusable. But the facts to follow are not.

How come, out of all the world, my team's the only one that gets injuries? And match suspensions? And why can't Sensible spell UEFA? What's the point of having two dugouts if the computer teams never substitute players? In my first season I bought Ruben Sosa for £4.5M, he scored 71 goals, and yet by the end of the season he was valued at £2.5M! Also, computer teams buy players from your team and just leave them on the bench, no matter how good they are. And, teams only buy players from you, not from amongst themselves.

All these facts lead to the game being unrealistic. Which *The One* failed to point out. All that remains is for the judge to ask the jury if they've made a decision?

Hopefully Sensi will bring out a data disk with all this stuff improved.

F Ahmed
Huddersfield



John Hare: "You should be able to tell players' skills by watching them play. That's what real managers do, you know. (Ahem).

Scout Player got ditched because it was impossible to run the option accurately the way we planned it on any player outside your league, due to the memory restrictions of most Amigas. And we aren't going to spend six months writing a feature for 10 percent of Amiga owners, it just doesn't make commercial sense I'm afraid. Remember we were already running six months late at the time of release.

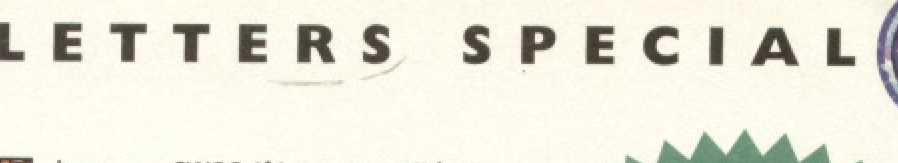
Approx Value got ditched because we found that when you were playing the game it wasn't really very useful. If we hadn't run a diary on SWOS then you would never have been aware of the 'missing' things in the first place. It must be understood that in all our games at least 50 percent of stuff we are working on ends up being ditched by the end. We would like to think this is why our games are better than average, because when something is CRAP we say to ourselves 'fair enough, it's CRAP' and we bin it. Remember there are many things which seem like a good idea on paper but when you get down to it they just don't work. Writing games is about trial and error, it is the only way to get good results. And perhaps the only really valid complaints about SWOS may be to do with the fact that in some instances the tuning of the game is not quite right, hence the Free Update (see page 63).

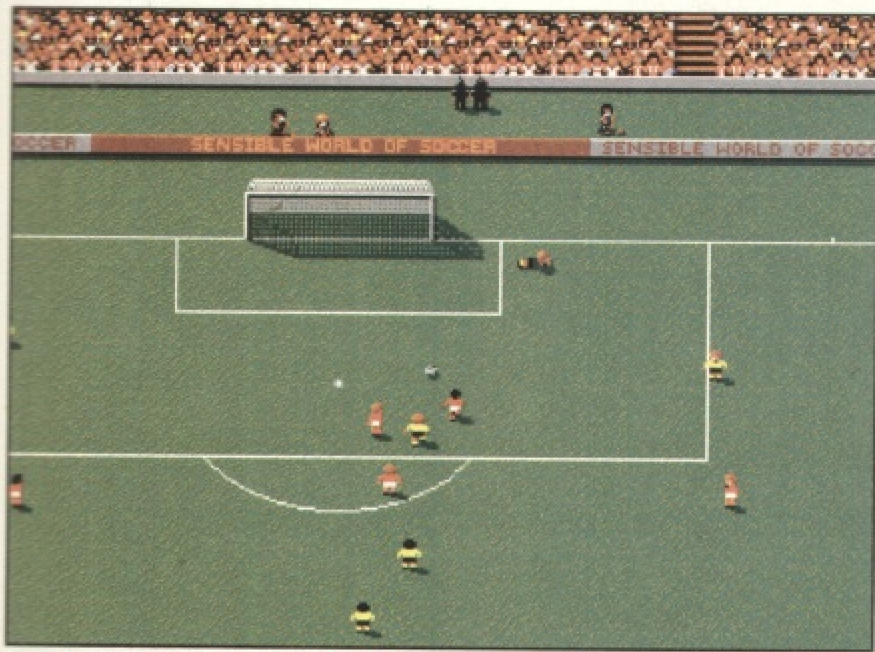
We couldn't keep injuries to non-player teams consistent, and so we binned them.

UEFA is spelt wrong on purpose. Computer subs and rearranging computer teams is unnecessary and falls under the category of "we can't do everything", or the game would never have been released.

There is a problem with the devaluation of strikers, which will hopefully be rectified in the Free Update. But there is a fundamental point which many people have seemed to overlook when playing SWOS. In Season Mode, the EDIT TACTICS option is absolutely vital if you want to get the best out of your team.

Every time a player gets a tick, his own personal performance and contribution to the team will go up and his value over a period of time should also increase, or certainly decrease less rapidly, at any rate. It is possible by changing all 35 positions of a player in Edit Tactics to get as





many as 10 ticks for that player (again, see page 62 for more). Remember, a great player who is knocking in goals will still be devalued if he is not playing to his full potential, and contributing fully to the team. So, unless Andy Cole scores 30 goals every season and fits in really well with the overall team plan, the likelihood is that his value will go down, not because he is not very good but because he would then not be as good as his 6 million pound price tag. Think relative Man."

ART BYPASS...

Dear *The One*,

I have written to you about the *Sensible World of Soccer*, which I must say is exceptional and more fun than the other three put together.

But there's a slight hitch. When you finish a season in 'Career' mode, you have to see how all the leagues and cups turned out. Who wants to know who won the league in Azerbaijan, or the cup in El Salvador? Shouldn't there be a bypass option?

Leo Townsend
Llanymnech



John Hare: "Unfortunately these foreign leagues have to be calculated at the end of each season anyway, otherwise the whole game falls apart. If we chose not to display them at all then the end of season sequence would still take about 75 percent of the present time, but the screen would be black."

RELATIVE VALUES...

Dear *The One*,

I hurried home with *SWOS*, and set up a season with a South African team, the only decent one in the league. I bought an attacker worth £650K from Germany, and I was shocked when running for the ball he was overtaken by an £85K defender!

Paul Ellison
Nottingham

(Paul used rather a lot of four-lettered jiggery-pokery to spice up his complaint, so I'm afraid we couldn't print some of his more, ah, astute comments.

However, he'll be pleased to know that his letter is shortly to be returned to his house in Burton Joyce, Nottingham, addressed to the head of the household, and we'll see how great he is then. Swearing is neither big, nor clever. But used sparingly, it can be funny. — Andy.)



John Hare: That is probably because the computer teams player had a better running skill than your player. Also players are all docked one or two skill notches on each skill when being controlled by players because we found that without this the game became too easy, and we wouldn't want that, would we?"

SCARBOROUGH'S FAIR

Dear *The One*,

My friend bought a copy of *SWOS* recently. I thought that it might be a pushover like the other versions, but I soon found out that the computer knows where the goal is, and has a new hobby of scoring (the git). *SWOS* must be the best footy game ever, if not the best game ever.

Scarborough (with all its seasider git fans) are a bag of s*** at footy, so don't be surprised that some mountain bikelet riders think that *Football* 'not a lot of' *Glory* can be in the same league as *SWOS*. If I were you, I'd go round and kick their teeth out.

A SWOS Fan
Football Heaven





John Hare: "Good on you, my son!" (well we had to put one nice letter in didn't we? Right now on with the wingeing and griping

CD CHARACTER...

Dear *The One*,

In your *SWOS* diary I read that Sensi was rewriting parts of the code making the game easier to convert to the CD-based machines. Yippee! I thought. Imagine *SWOS* on the almighty CD32!

I then bought a CD32 with six games for £250. A couple of months later my A600 broke down, but I had my CD32 and *SWOS* would be out soon. November came: no sign of SWOS. December: "The *SWOS* review will be next month", you say.

January, I read the review, and it is a world class game. But there's no CD32 version. Aaaaaaargh!

Robert Toogood
Bideford



John Hare: "I'm sure that the majority of Amiga owners would rather see us continuing to spend months on improving the existing game rather than converting it onto the CD32 for a select few."

CONSPIRACY!

Dear *The One*,

There's a conspiracy going on. A conspiracy which affects each and every one of us who play *SWOS*. A conspiracy which prevents computer mags from mentioning massive flaws in *SWOS*. Such as:

The distinct lack of a multi-player option in Career mode, leading to a 20-year career at Playing Against The Computer (whoopee wow); misleading marketing which lets us believe said option exists; the lack of "Crowd samples from around the world" (actually, we do get one which goes "Four-nil! Four-nil!" repeatedly, which is the actual result of playing the computer due to...); impossible goalies; the profusion of injuries. Am I playing *Speedball 2* with Lego men?

It's time to expose this conspiracy.

It's time to confront the conspirators' cheap, sell-out, everyone has their price tactics.

It's time to print this letter and chuck me a free game.

But not *SWOS*.

Swizz, maybe.

Mad Matt
Abingdon







John Hare: Not having a multi-player season mode is not a flaw at all, this option wasn't included for very sound technical reasons. Like, er, by the time we thought of it, it was too late. We have to admit, though, that there are fewer crowd samples then we had hoped to include. Shame.

Now listen here mate, you have to understand that much as we like to produce good games and all that, we are also in business. This means that sometimes we have to make commercial decisions. Like, for instance, that we are one of the last major developers left originating products on the Amiga (with Sensible Golf left to come I might add — and that's been put back six months in order to make sure it's up to scratch).

This was while everyone and his wife in retail and publishing was saying that Christmas '94 was the last Christmas for the Amiga. And we knew that SWOS was already six months late because we'd held it back, and it would be commercial suicide if we didn't hit Christmas.

Anyway, SWOS is still easily the best football game available in the Amiga market. How do I know? Because people set up all sorts of promotions to coincide with a launch planned months in advance. Because we spent the last two (and in one case, six) months with the bare minimum of sleep, living and breathing this game, while our wives and kids at home wondered if we were still alive, or whether we were all having one giant affair with each other. And then, sometimes, yes, we do decide that perhaps it's best just to put the bloody thing out and be done with it. We don't make it crap deliberately, you know."











A FLIPPING CD32!

WIN! WITH £100 WORTH OF SOFTWARE!

PLUS! 10 RUNNER-UP PRIZES OF ACID SOFTWARE'S BRILLIANT NEW BLITZ BASIC COMPILER, ABC!

Yes! You could win what might possibly be the last CD32 in the country! Those crazy-bonkers antipodeans at Acid Software have formed a popular 'beat' combo with its UK distributor Guildhall Leisure Services, and jammed out a plan which could mean you — yes, you — being the new owner of a lucky CD machine! Yes!

Here's the deal. You read the questions which we've cunningly compiled below, answer them as best you can, and then send them to us on a postcard. In return, we'll process your entry completely FREE OF CHARGE, stick it in a large box for a couple of months with another few hundred entries JUST LIKE YOURS, and then draw out one spankingly fortunate winner. He, or far less probably, she, will then receive NOT ONLY A CD32, but also £100 worth of CD32 games of, er, his choice! That's just great, isn't it!

BUT, if you're not this person, YOU COULD STILL WIN! Because Guildhall is giving away 10 — yes, 10 — copies of ABC, the fantastic new programming language from Acid Software! ABC is essentially version two of Blitz Basic, the easy-to-use language used to write *Skidmarks 2*. It boasts hundreds of new commands and full AGA support, amongst some other things. And you could have it — free!

Send your entries on the back of a postcard or stuck-down envelope to: Hi, Rob — Here's Some More Work, *The One*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is **28th May 1995**, so make sure you get your entry in by then. Employees of Emap Images, Acid Software, Guildhall Leisure Services and The Raj Tandoori, Farringdon may not enter. Andy's decision is final. When he bloody makes one, that is.

THE QUESTIONS

1 LSD stands for:
w) Lysergic Acid Diethylamide
q) Lots of Smack and Dope
g) Bob.

2 Hydrogen Peroxide is used, amongst other things, as what?
p) Hair restorant
i) Hair bleach
z) Hair of the dog

3 'ACIIIIEEED!' was a cry... er, cried by poncy musicians wearing silly hats in the late 80s. What was the music genre known as?
t) Jazz
l) Soul
n) Acid



Here are just some of the great CD32 games you might win. This is Acid's *Roadkill* which we gave a fulsome 90 percent!

Rise of The Robots! er... oh, 'praps' not.

Fields of Glory!

IF LOOKS C

EXHIBIT A
RAYDEN
MORTAL KOMBAT 1 & 2

Hmm. Well, fairly obviously, the first thing that strikes us about you, Rayden, is the fact that someone has (rather cruelly, I might add) put a large lamp shade over your head. Other than this unfortunate feature, you don't look too bad.

SUGGESTION:
Two simple tips here. Firstly, lose the blue apron (made fashionable by Boots The Chemist in the late seventies, I believe), and secondly, stop tucking your trousers into your white Dunlops.
BUT THEN AGAIN...
Considering you can pump 600,000 volts through ordinary folk, causing them to explode, you don't need to worry too much about nasty comments.



SCORE: 4/5

You might be able to perform Flash Kicks, Dragon Punches, and pull your opponents' arms off, but are those shirt sleeves a little too long? Perhaps your slacks are more widely flared than your nostrils? Top Man Matt Broughton steps into the changing room and weighs up Fashion vs. Aggression.

You've seen our cover, you're about to read the preview, and you certainly can't have missed the *Street Fighter 2* game (be that the 'Super', 'Turbo', or 'Pork Sausage' version), but it isn't exactly the only beat-'em-up game on the Amiga to be considered. No.

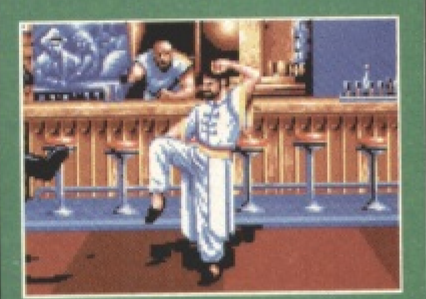
Over the past few years we've seen an increasing amount of fisticuffs on our screens, and though people are forever going on about special moves and animated backgrounds, nobody ever mentions the clothes. Amazing eh? I reckon that the general appearance of most of our two inch heroes (don't worry Andy, I'm not talking about your 'small setback') is appalling!

And so it is, dear readers, that I charge myself with the task of poking about in the cyber-wardrobes of some of our spritesome celebrities to discover if such poor dress sense is forgivable, or even, excusable.

EXHIBIT B
IL CAPO
MASTER AXE

Oh no. Sorry, but you'll have to leave immediately. The toga party was last Wednesday, and anyway, no-one — BUT NO-ONE — comes in here wearing my grandad's slippers. You also appear to have at least two extra legs, and comedy 'hoop' armpit rings. A sad, sad day indeed. For all concerned.

SUGGESTION:
Lose the beard, dye your hair blonde, get some knee-length white PVC boots, and then look for two blokes and a girl (preferably called Benny, Bjorn, and Anefreida respectively).
BUT THEN AGAIN...
Thank you for the music, the songs I'm singing. Thanks for all the joy they're bringing.

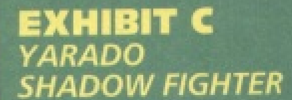


SCORE: 1/5

EXHIBIT C
YARADO
SHADOW FIGHTER

Oh my god! When was the last time you ate something? Just look at those ribs! Quickly, sit yourself down over here and get some shepherd's pie in you — and for Satan's sake PUT SOME CLOTHES ON! It's not exactly going to be easy judging a naked man, and... BLOODY HELL! All your hair's fallen out! NURSE!!

SUGGESTION:
32. Singapore Fried Rice (Hot & Spicy), 80. Fried King Prawns in Chilli, 18. Hot & Sour Soup, 4. Sesame Prawns on Toast.
BUT THEN AGAIN...
Having just seen your buttocks, I suddenly find the 'Jean Luc Picard' topside quite an endearing feature.





SCORE: 2/5

EXHIBIT D
CYBORG
RISE OF THE ROBOTS

Well not bad. It's compact, it's shiny, it's tight fitting, but is it not perhaps a tad 80s? The codpiece screams of the Cameo hit, Word Up, while the impressive biceps appear to taper down into Bambi's ankles. The 'Patrick Stewart Slap Head' again proving popular, but the overall posture suggests incontinence.

SUGGESTION:
Stand up straight, breath in, and perhaps some crocheted swan doilies wouldn't go amiss around the shoulders and major joints.
BUT THEN AGAIN...
What with you being in a crap game and everything, no-one's ever likely to look at you for more than half an hour anyway. (Meee-yow!)

SCORE: 4/5



EXHIBIT E
TENKO
ELFMANIA

Oh dear, obviously a Take That fan. Though you've apparently spent a fair amount of time down the gym, like so many 'muscle enthusiasts' you've gone way too far in your quest to impress. One is left feeling that perhaps violet isn't your colour, while some trousers wouldn't have gone amiss, either.

SUGGESTION:
The hair. Hmm, well either be Guile, or be bald, but make your mind up. You're obviously trying too hard.
BUT THEN AGAIN...
With thighs as wide as your boots, you could always be a stunt double for Madonna

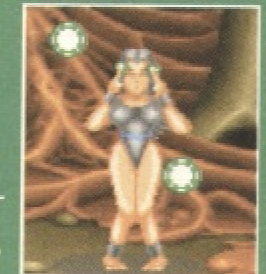
SCORE: 2/5





COULD KILL

EXHIBIT F
KAI-TI
ULTIMATE BODY BLOWS



Wow! Well, you've got it all really haven't you, love? It would be hard for you to ever look bad, because you've got a 'bit of a figure' haven't you Pet? If you wore Harry's offensive checked shirt I'd still probabiy want to take you home and show you my inner thighs. Carrying on where Kate Bush left off, I see you've opted for the simple leotard, with Wonder Woman ankle and wrist accessories. She's a lady and a flirt, and she makes my trousers hurt. Grrr.

SUGGESTION:
Though loverly in every way, you have a tendency to go all knock-kneed every now and then, letting loose enormous clouds of green gas which, though interesting from a medical point of view, does nothing for your image.
BUT THEN AGAIN...
Maria isn't exactly 'lacking' either. Hmm, dinner at my place? Eight thirty? Bring a bottle. And a toothbrush. And Kai-ti.



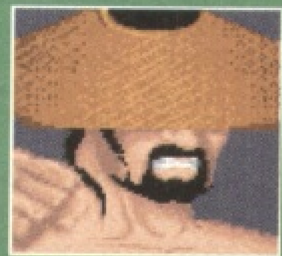
SCORE: 5/5

EXHIBIT G
OKURA
SHADOW FIGHTER

Oh no! Once again the mystery lamp shade lurcher has struck. But what's this? Not only has he left you almost completely blind, but he's stolen your entire wardrobe leaving only your jim-jam bottoms. And even they're flared!

SUGGESTION:
Taking a similar tack to Rayden, deal with teasing bullies by inserting large flaming sticks 'up them'.
BUT THEN AGAIN...
It could've been worse. They could've left the pink jimmi bottoms with the Forever Friends bears on!





SCORE: 2/5

EXHIBIT H
THE SUPERVISOR
RISE OF THE ROBOTS



You're another fan of the 'spray on' style, aren't you my lover, going for the 'half-mermaid, half-coffee table' look. The only real positive thing about this outfit is that it makes you one of the few female BEU characters that doesn't leave the player wondering what you look like without any clothes on.

SUGGESTION:
Etam's Spring 1995 catalogue, page 211, item D. Scoop neck dress with front button to waist fastening and back tie. Machine washable. Woven Viscose. Length, 47 inches. Oh, and put your leg down darling.
BUT THEN AGAIN...
Being able to morph into any shape, why don't you just turn into a snake, and hiss off.

SCORE: 4/5

MARKS OUT OF FIVE?

5 — Pretty darned attractive. Marry me.
4 — Yeah. Pretty good really.
3 — Well... alright I suppose
2 — Hmm, are you sure?
1 — Barely acceptable in the world we live in.
0 — Christopher Biggins/Andy Nuttall.

THE 'DANGEROUS STREETS' CREW

While compiling contestants for this feature, I came across an old Flair game and was so impressed by its absolute crapness, that I felt it only fair to allow a team entry.

THE GIRLS
Well... er, what can I say? You two are probably the most outrageous characters to appear in ANY game, let alone BEUs! You, on the left, seem to have nothing more than a couple of jammy dodgers to cover your 'lady lumps' with, and as for your front bottom... well, it really defies the imagination. And you on the right, apart from looking a shade like Tim Curry, though slightly more covered in the clothing department, seem prone to striking hilarious poses, and would probably look more at home in a soft-porn version of *Grease*.





SUGGESTIONS:
Keep the kinky boots, but for all our sakes get yourself down Marks & Spencers and buy some decent underwear.
BUT THEN AGAIN...
Perhaps you could get together with the bloke from *Master Axe* for a spot of cross-dressing

ARSE

THE BOYS
Once again, you two are reminiscent of the 70s disco trend, with a touch of the old 'super hero' look thrown in for good measure. Though absolutely atrocious to look at, your tight-fitting Lycra outfits do allow extreme flexibility, and considering how you seem to spend your time, that's probably a good thing. But then again, perhaps not.



SUGGESTIONS:
Space doesn't allow us the room to even begin addressing the manyfold problems you guys have. Only a can of petrol and some Swan Vestas can help you now!

BUT THEN AGAIN...
Andy's always looking for new friends to join his special 'fashion evenings' club. Usual address for applications please.



SCORE: 0/5

DID YOU SPILL MY PINT?



Matt Broughton, like so many thousands of others, is a Street Fighter 2 freak. Disowning the Amiga, he defects to 'Console Land' and brandishes his own gold-plated joypad with sweating palms. Imagine his delight then, when we sent him on a journey to view US Gold's second voyage into the world of Ken, Ryu, and sweaty jockstraps.

Okay... I get to St Pancras for the half-eight train, I sit reading my magazines all nice and quietly for three hours, get driven into the heart of Sheffield, and what's the first thing I'm greeted by as I walk into the small programming room at Freestyle Software? The original US Gold *Street Fighter 2*, running rather quietly to itself in the corner. Well ta very much. That's just what I needed!

And so it is that I find myself surrounded by the entire programming team for the forthcoming mega-title *Super Street Fighter 2* (with a couple of producers and top-nobs thrown in for good measure). And what sort of a journalist would I be if I missed this excellent opportunity to stir things up by asking the Freestyle lads what they thought of the original *SF2* from US Gold. Programmer Shane Clark is obviously the bravest, and concocts a diplomatic answer.

"Er, well... in honesty, when it first came out I didn't think it was that bad. Then I saw the SNES version and realised it was crap." (doh!) At that, Richard Hazlewood tries to pleasantly change the subject... "I always thought *International Karate* wasn't that bad."

Hmm, okay, I'll bite. What do you think about the other beat-'em-ups that followed the original *SF2*?

PROJECT: Super Street Fighter 2
PUBLISHER: US Gold
DEVELOPER: Freestyle Software; Richard Siddall (development manager), Shane Clark and Richard Hazlewood (programming), Antony Ward and Robert 'Robot' Owen (graphics), Dan Llewellyn (producer).
INITIATED: July 1994
RELEASE: April/May 1995

"Well *Body Blows* looked alright until it started moving," reckons Shane. "Static screens looked nice but the animation was poor." So, I ask, how do so many people manage to get the animation and 'feel' of these games wrong? Richard has a clever theory.

"It depends how much of a perfectionist you are. It's just about getting the feel right; what might feel right to one person might not feel right to someone else. You've got to get that overall balance right for everyone."

With a cautious glance over my shoulder at US Gold's Howard Glover I ask the 'Freestylers' if they're worried about any damage the original *SF2* might do to their product's chances. Everybody looks at each other sheepishly, until Howard pipes up with the following carefully constructed statement.

"I think it's just a case of showing people that this is nothing to do with that old product — this has been created completely from scratch. Just looking at it you can see

Right; Ooghya! If you look to the left of Blanka's currently thwacked skull, you'll see that Balrog has not only managed to cosh the aforementioned weird fella's bonce, but has landed the first hit of the bout, thus earning himself a 'First Attack' bonus. And, for my money, very nice it is too.

it's a vast improvement."

"It's the playability that makes this one so much better." Explains Richard, "Once you start playing *Super SF2* you realise this."

"Remember, you've got an entirely new programming team here," adds Howard, "and I think the code will speak for itself."

OI! YOU! OUTSIDE!

Fitting a console game onto an Amiga can't exactly have been a piece of cake, and considering this is only the second Amiga project the guys have handled [more on the first one later] how do they think the machine has coped? Richard:

"On the A1200 it's much easier, just the fact that you've got much wider sprites than you have on the 500, extra colours, more memory — well more chip memory especially (you've got to get all of your graphics and sound into the chip memory, and you haven't got as much on an A500). Assuming that you want to sell to existing A500 users, you've only got a base 512K of chip memory, so you have to assume that you've got to use the remaining 512K as fast memory. You've really got to squash a lot of stuff into that chip memory. The animation of the graphics has taken the longest."



Left; Another of the new 'Super' features is the inclusion of 'combo bonuses'. Look under Chun Li's health bar, and you'll see a little lump of floating text announcing that she's just managed to score a '2 hit combo' on one of the new characters, T-Hawk. Unfortunately, she seems to have lost control of her feet and is (as we speak) driving up the front of said Red Indian. Better luck next time, love.

The team are going to have to cut down on animation frames for the A500/600 version, but the A1200 game will have as much as possible crammed inside. Richard looks into the shining sun and pledges, "We're determined to get the A1200 version looking good, and as close to the SNES version as possible." He bursts into tears like a proud father.

As we know from the original version, all of these characters and animations don't exactly make for easy disk accessing. How will things be this time around? Shane offers Richard a hanky and explains.

"Well the A1200 version will be hard disk installable, so that'll cut it down considerably, but if you've got two drives I don't think it'll be much of a problem. With one drive it's a bit laborious at times, but we have to do that every time we assemble it to test it, and you just get used to it. We knew that as long as we got the game playing right, stuff like loading was secondary — as long as it's bearable, obviously."

The team originally received some Mega Drive source code, but because it was written specifically for the Mega Drive they had to go through it all and work out what could be used for the Amiga and what would have to be rewritten.

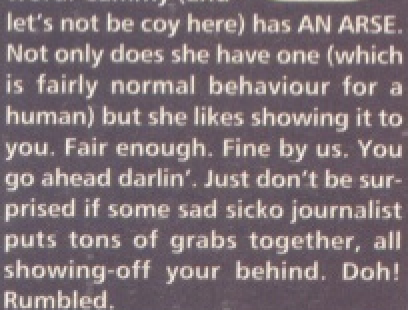


How about that for authenticity? Not only do the graphics look absolutely gorgeous, but Blanka sizzles, and Chun Li fries. And all this with shadows. Quick, nurse, the smelling salts. I've fallen.

Just look at that background! To be quite honest, having played on the SNES against this background while animating, it's probably fair to say that having a static version on the Amiga isn't too bad a thing!

ARSE!



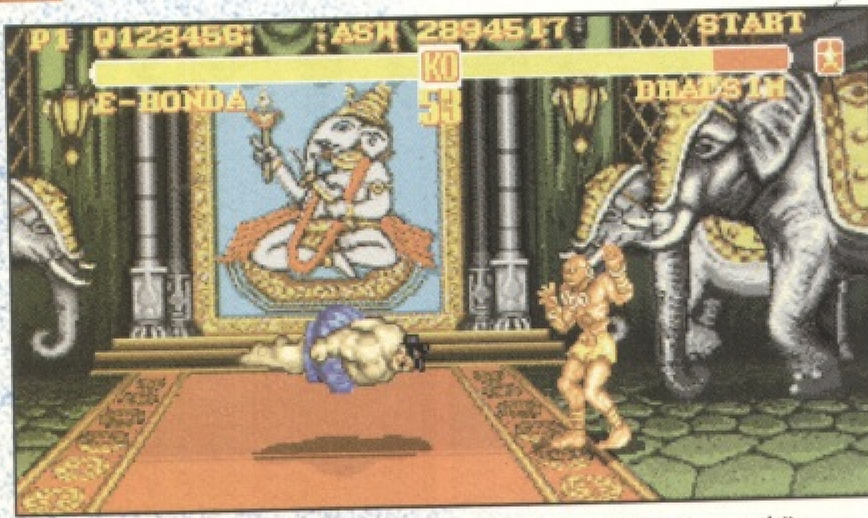


Yes, we love the word 'arse' here on *The One*, and my word what a wonderful opportunity this is to really explore the myriad uses of the word. Cammy (and let's not be coy here) has AN ARSE. Not only does she have one (which is fairly normal behaviour for a human) but she likes showing it to you. Fair enough. Fine by us. You go ahead darlin'. Just don't be surprised if some sad sicko journalist puts tons of grabs together, all showing-off your behind. Doh! Rumbled.





DID YOU SPILL MY PINT?



Defying the laws of physics and gravity, here we see resident fatboy, E-Honda, hurtling across the screen in an attempt to lose weight. The elephants thought he'd pick strawberry, but Dhalsim knew it would be... vanilla.

SANDWICH PLEASE

The long leg of the law strikes again! If you've not followed the progressive nature of the *Street Fighter 2* games, you might not be aware that the standard characters have actually managed to pick up a couple of new moves along the way. Though you can't see the 'magic stuff' here, Chun Li is actually using here new fire-ball ability. In the second grab, 'yellow Ken' is up to his usual tricks, while 'red Ken' is showing off with his improved Dragon Punch — now with added flames! And there you were thinking that *Shadow Fighter*'s Toni was being original! Tish on you.

"The graphics came in a format that we couldn't really use on the Amiga," explains Richard, "so we had to write a program to convert them into the format we wanted."

"Yeah, but once we'd converted them," adds Shane, "they were all in little 8-bit blocks, so we had to sit there with the SNES version running, piecing them altogether — all the backgrounds and everything. It was like... look at the SNES. Oh yeah, that's Blanka's right arm. Look at the SNES. That's Chun Li's left foot, etc. Of course we had to get the palette right first because that was also wrong. It was a right nightmare!"

Sadly, (though not very importantly) the background animations from the SNES have been lost during the conversion, mainly for speed reasons. Shane tells us why.

"We had to drop the background animations simply because, although we could have had them going, we would've then lost frames on the characters. We just concentrated on getting those right instead."

"It's the game in the front you want to play, " Richard adds, "plus the fact you can lose speed during play with animated backgrounds."

Fortunately, none of the moves will have to be dropped, though some of the frames in use are very similar, so the odd one might be 'doubled-up'. Richard assures me that it'll still look right: "The fluidity of a move won't be complete, but hopefully you shouldn't notice it too much."

One of the new elements to the *Super Street Fighter 2*, was the inclusion of 'incentive bonuses'. As well as scoring points for the hits registered on your opponent, it now became possible to win 'awards' for, say, getting the first hit of the match, or for pulling off something like a three-hit-combo (that's three solid hits without interruption, *SF2* virgins). Though an incredibly simple extra, this has spawned the publication of books and playing guides packed with all manner of suggested character combinations, ranging from easy through to expert, and all the way back to 'cheesy' (i.e. a bit on the stinky/foul-play side!) I cross my fingers and ask the team whether this feature has happily found its way onto the Amiga version. Oh please... please... please...

"Yes," replies Richard in a positive way, "all of those extras are in." Hurrah! Mind you, having made a big deal about it, are these bonuses actually very difficult to detect? Again, Richard answers.

"Well, very simply there's a timer that counts down after a first hit, and if the time elapses before another hit is made, that combo counter resets."

When I ask if it's as easy to pull off all of these combos on the Amiga as it was on the SNES version, or if in fact anyone can pull off the various combos at all, everybody grins insanely and points to Richard. A-ha! Are YOU Mr Combo of Combo Land?

"Ahem. Let's just say that it's not been too hard to track down."

Pretty much all of the original's options have been included in the Amiga version, and as it currently stands, the 'turbo' is really the only casualty.

"We were trying to get it in," admits Shane, "but it slowed some of the frame rate down again, so we're probably going to have to drop it. We'd rather keep the game running at full speed — the arcade speed."

ALL CHANGE

Along with the prefix 'SUPER', *Street Fighter 2* has increased its character stable by four, with Cammy — a British soldier (and one extreeeeemely fit lady!), Dee Jay — a hip and groovy kick boxer, T-Hawk — an enormous Red Indian, and Fei-Long — a Bruce Lee impersonator. And they're all here, accompanied by new music and sound effects.

"The A1200 will have it all (like Jackie Collins)," says Shane, "but A500 users will have to choose between having music or sound effects, while the CD32 version will have audio music playing throughout the game straight off CD. The music was vamped up along with, well, everything really when it came to the *Super Street Fighter 2*, so we've done the same. All of the backgrounds have changed, and even the character sprites, which you wouldn't have thought to start with, but when you compare the two arcade versions, is really obvious."

"We couldn't believe the differ-

You need hands...

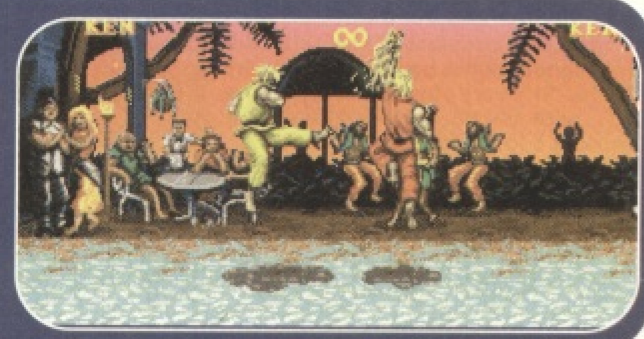


Should you have a friend (that, Andy, is 'a person loving or attached to another, a favourer, well-wisher or supporter') you can indulge in *Street Fighter 2* at its best — The Versus Battle. You can beat the hell out of each other time and time again, and the computer will even keep a count of how many 'First Attacks' and 'Perfect' rounds you've had. You can also look at Cammy again. Doh! Double-rumbled.









ences when we put the original *Street Fighter 2* on the SNES and played it next to *Super SF2*." Adds Richard. "It was also a bit of a revelation, because the old one played sooo sloooow!"

You see, I was personally spoilt. Not only did my mate have *Street Fighter 2 TURBO*, but he also knew a certain weird joypad combination that allowed you to speed it up even more. Happy days indeed... Er, anyway, why do you think *Street Fighter 2* has remained so popular, especially compared with the millions of clones and copies that have appeared since? Shane:

"Probably just cause it was the original one."

"I think," er... thinks Richard, "it's also because it has better moves as well. You can always try to get good at pulling off special moves as well as becoming a good fighter. Most games have just got the average punch and kick, but there are so many moves you can pull off with *Street Fighter*."

Rather fortunately, all the lads on the project were hardened '*SF2* boys' before it landed in their laps, playing it to death at lunch times (and which, I'm reliably informed, often lasted for days).

"It's quite a responsibility really," whoops Shane suddenly, "but it's good because, if we'd never liked the game or never been able to get into it, then maybe we couldn't have done such a good job on it. It was a bit daunting to be given such a big title, because not only was it a big game but a game we liked, so we really wanted to make a good job of it. We wanted something that we'd really feel happy with."

Okay, I'd like to wrap up the *SSF2* part of this interview, because I believe you have something to tell me about your company. Shane... any previous company history that you think our readers might like to hear about?

"Er, yes... *Pitfall* on the Mega Drive, *Megaman* for Game Gear, a couple more Mega Drive products, and an Amiga title."

I'm sorry? Did you say "and an Amiga title" just then?

<There now follows much harrumphing and a'swivelin' of chairs at this point in the conversation, until the so-far-silent graphic artist, Antony Ward, opens his mouth and lets loose two ever-so-dangerous words...>

"*Mr Blobby*."

A-HA! At this point in the interview everyone goes into mass-denial, claiming to have been 'on another project' at the time. But hey, that's okay guys, we don't hold you responsible. So, er... fun to work on then, was it?

"I can understand why it turned out like it did," sizzles sultry Shane, "because it was chopped and changed every ten minutes. The guy that programmed it, he never stood a chance, did he? They'd say "we want this" and he'd spend two weeks doing it, and then a week before deadline they'd say "we've changed our minds, we want something else now. We've got an extra week so lets add 10 move levels."

Richard concurs (but only in his spare time):

"It was going to be *Trolls 2*, but then halfway through they decided to change it."

"I [Shane] wrote *Trolls* on the Mega Drive. *Blobby* was just the same, but with different graphics."

So are *Mr Blobby* and *Super Street Fighter 2* the only Amiga games Freestyle are dealing with? There now follows a short one-act play, entitled, tentatively, 'Goodbye Mr Amiga'! Cast. *Richard*, A programmer. *Shane*, another programmer. *The Scene*. My last question.

Richard: "Yes. I think they're mostly going on to the faster machines now."

Shane: "I suppose it really depends on what jobs come in here. Both myself and Richard started on the Amiga and it is a nice machine to work on."

Richard: "Going from working on the Game Gear to the Mega Drive to the Amiga, I think the only thing that lets the Amiga down is its memory and lack of sprites."

Shane: "The Mega Drive is so easy to use because it does it all for you. On the Amiga, in as much time as is spent updating the screen, the Mega Drive does it all for you and you can just fill that entire frame with logic."

Richard: "The original Mega Drive *Super Street Fighter 2* game was a 5 Meg game, and this now has to become a 2 Meg game, so basically all the stuff has been put onto loading that was normally copied down from RAM into ROM." (The End).

WHERE WERE WE?

Okay, that's enough idle banter. Shane, tell me something that you're proud of with *SSF2*. "That it works! (boom-boom!). All the frames, all the graphics, all the playability. The fact that it runs at full speed. Etc."

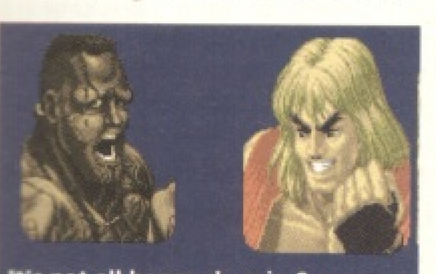
With the CD32 joypad players will have everything that was on the consoles. For two button joysticks it looks like it'll have punch and kick, and then a movement on the joystick to say which strength you want.

"We might include an option to put some moves onto keys," adds Richard, "but it'll just be too tricky using the joystick and the keyboard at the same time. We're not too sure about the one button joysticks. We might have a single keyboard button that toggles between punches and kicks, with the direction again selecting the strength. It really depends how it feels when we get it running. If it doesn't feel right then we'll just muck about with it until it does."

There must be a temptation (especially with the *Street Fighter* name) to just make it look like the arcade and console version, and wait for the screen shots to sell it. Exhibit A: The original US Gold *SF2* game. Looked identical, played like poo, but how many did it sell?

Howard twiddles his fingers... "Er... about 250,000." Hmm. Oh well, fear ye not, fair reader, for I have seen, nay played, this new *Super* version, and things are looking distinctly sexual. Watch this space!

Well-and-truly vamped up from the original, but serving the same purpose, this is the main selection screen for the one-player game. Who d'ya wanna' be and where d'ya wanna' fight? Simple enough for you (er, I mean 'ya')?



It's not all happy days in *Super Street Fighter 2*. Quite often you'll find yourself with slight bruising, nasty scratches (quite often deep ones), and even the odd chipped tooth. Thankfully, there are no fatalities, no babalities, and no friendships to get in the way of the violence — just fists and feet (with the odd fire-ball thrown in (quite literally) for good measure. Er, Hurrah!



PROJECT: Lost Eden
PUBLISHER: Virgin
DEVELOPER: Cryo: Rimmi (Designer, Project Manager); Patrick Dublanchet (Programmer); Jean-Jacques Chaubin, Sohor Ty (Senior Artists); Stephan Picq (Musician)
INITIATED: March 1993
RELEASE: May 1995

A lot has been said about 3D rendered games recently, especially on PC, as producers 'embrace new technology' and create games that aren't games anymore, but 'interactive experiences'. *Lost Eden* looks like just such an experience, but perhaps for the first time, this one seems to have something of a game behind it too.

"It's an adventure-type game, with a bit of strategy thrown in," explains Rimmi, last name unknown, of Cryo Interactive in France. You might remember Cryo as developer of Virgin's excellent strategy game *Dune 2*. Yes? Well, since then, it has been concentrating on *Lost Eden*, its dream to create a decent 3D graphical adventure, pulling images off CD. "The story is that you are in an alternative reality where dinosaurs and humans live together," Rimmi explains. "You belong to a family living in a big fortress, a citadel, and it transpires that there is only one fortress of this kind remaining on earth. It becomes threatened by a tyrannosaur, who is busy killing humans along with some other dinosaurs too."

In the game, the only way to stand against this prehistoric bully-boy is to discover the secret of how to build a citadel, just like the one you're living in. "You've been told that at one time there were plenty of these citadels," says Rimmi in his broken English, "and you believe that it was just your great-great-grandfather who knew the secret." Gosh!

The plot, then, is as obvious as an episode of *X-Files*. The first thing to do is to find the secret, and by all accounts you discover it quite quickly in the game. "It's simply to make humans and dinosaurs work together, to build the citadels all around the world," Rimmi reveals. "The game involves a lot of travelling, as you visit seven or eight big locations on earth where you can build. In each of them you have to find humanoid people, and also dinosaurs, and make them work together."

So a kind of trade union BC, if you will. Excuse me... humanoid? Not just human? "They are not the same as we humans," Rimmi says, mysteriously, his accent suddenly redolent of Inspector Clouseau as he emphasises 'we 'umance'. "They have similar appearance to the one we have, but some are..." he pauses for thought, "...closer to monkeys. So they are several stages of evolution away from humans." Thankfully 'monkeys' wasn't pronounced 'minkies', or I'm afraid I would have had to leave.

"You have to enter into a relationship with these humanoids and the dinosaurs; so you encounter lots of people during the game. And at one point you find a girl. When you visit one of the locations," he digresses, briefly, "you find that it is in a valley, and in each valley you have a special thing happening." Ah, right. So, what er, sort of 'special thing', exactly, then?

"Well, some of the tribes live in caves, so you have to find the caves first. For one tribe you have to pass a test, and this is where you find the girl. At first she is a..." Rimmi's rather good English fails him for a second, before coming up triumphantly with: "masked warrior. When she removes her mask you find her true self, and she will then follow you until the end of the game." Asking Rimmi if there is any romance between the two protagonists prompts a sticky moment, as he doesn't understand the word 'romance', ('cos in French, a



Right: "The biggest limitation with the CD32 conversion was with the speed of the processor," moans Rimmi. "It's very slow, in comparison with the PC. Especially we have worked a lot on image compression, and to decompress immediately we frankly need something a bit faster. But, we rewrote the compression routine many times to optimise it." Er, yes. Thanks, Rim.

Left: Hmmm, let's see. No love interest, reckons Rimmi? I'll be damned if these little ladies won't know the meaning of the word 'romance' by the time *The One* gets to them. Saucy vixens. Grrr.



"In the game, the smaller the dinosaur the more intelligent they are," says Rimmi. This Brontosaurus must have a brain the size of a small cauliflower then... "it seems obvious, because the smaller you are, the more you have to struggle for life." Wow, deep, eh

> **"I find that the graphics on the CD32 look better than the PC."**

"My God," cried everyone. "Andy Nuttall's completed the Lost Eden WiP. Excellent!" The Welsh ed's confidence was high, until he realised that he, once again, had forgotten to write his intro. Doh!

BEAST OF EDEN

Right: "The images will fill up the screen," says Rimmi, proudly. "The speed's the same on PC as well; because they both have double-speed CD drives. We have worked a lot on the compression to reduce each image to 10 or 12 K per frame." And that's quite good, apparently.

Romance means a 'story', Andy you utter thicky — Haz.) and so I try to explain using the words 'sexual interest'. A mistake, I know; but it was a spur of the moment thing. Anyway, Rimmi's reaction was negative, amongst the giggles. This, apparently, is no James Bond adventure.

"We've tried to focus on the story in this game," he stresses. "So there is a strong story, with a good atmosphere." Not only that, but the breathtaking graphics, rendered using 3D Studio on the PC, are really quite exquisite. And for a change, the music is very well-suited to the game, more Enigma-style than anything: a good range of ambient background tracks.

"We started work on the game about two years ago," explains Rimmi, "so we have spent a long time creating the graphics. The Amiga version will be very close to the PC version. Of course, the story will be the same, the characters' speech will be the same, and the graphics are the same. I find, actually, that the graphics on the CD32 look better than the PC, mainly because you look at them on a video monitor or a TV; but on a PC you have VGA monitors, and you can see the pixels. On a video monitor the pixels tend to be more blurred; more blended, and so look smoother."

The inspiration for *Lost Eden* came a couple of years ago, when some bright spark at Cryo read a book called *West of Eden*, by Harry Harrison. "But very soon we left the idea, because I didn't like the story very much," Rimmi admits. "Basically, because dinosaurs are just big lizards in the book, and we wanted our dinosaurs to be more intelligent, and bigger." Rimmi's keen to stress, incidentally, that the game was conceived before *Jurassic Park* mania hit the world. Well he would, wouldn't he. "In the book they were quite intelligent, but they were almost human-shaped, so we preferred to make our own story."

Rimmi is candid about the strengths and weaknesses of *Lost Eden*, preferring not to compare it favourably or otherwise to previous rendered games like *Microcosm* and, er... well, *Microcosm*, really. At least as far as the CD32 goes. "The strong point of the game is not the gameplay itself, but the story," he says. "It's closer, I think, to what people call an interactive movie. When you watch a movie you can be hooked by a story, if it is good, and you are living the adventure. We have the same kind of approach here, so it's not the type of game where you will play and play, oh... 50 hours, or 100 hours, but what I would like is for the player to have a good experience and remember it later, just like with a movie."

Left: The dinosaur with a beak, as I laughingly put it to Rimmi, actually turns out to be a pterodactyl. Apparently the smaller dinos have bigger brains; although he wouldn't commit to having done any Jurassic research, so whether size really was proportional to performance back then stays with the history books. "The pterodactyl stays with you throughout the game. He's your friend," he says.



Right: I don't know what this thing in the middle is, but when you see it talking I think you'll agree that it's one of the ugliest game characters ever. Bar Tenko, from *Elfmania*. But then he is, damned so. And, hey, isn't the bloke on the right from out of *Dune 2*?



Managing a footy team can be a stressful job, but apparently not anywhere as taxing as speaking to Andy Nuttall — as Anco discovered...

SWEET F.A.

PROJECT: Player Manager 2
PUBLISHER: Anco
DEVELOPER: Steve Screech
INITIATED: Late 1994
RELEASE: May 1995

Player Manager 2 does not look like *Kick Off 3*. That's the news. I'm sure those of you who rather liked the third *Kick*-ing game will be disappointed by this, but it ain't all bad news. Steve Screech, *KO3*'s programmer, is beavering away to produce the management version himself, and while the spritely graphics are to be more, er, spritely than their original game counterparts, the game engine will remain the same. Or will it?

"The system's basically the same, but it has substantially evolved," Steve corrects. "For instance it's multi-player now, and if you play on your own you'll be faced with three computer players. It is the *Kick Off 3* engine, but the graphics are smaller so you can see more of the pitch. Because of that, you have to make changes to your game, to take into account the wider view of your team."

It does, however, feature the same side-on view of the play, "along with a couple of other views, and it's really your preference which one you use," he says.

Other frivolities, for want of a more suitable word, include the face of Alan Hansen, TV pundit and ex-excellent defender of Liverpool's faith; although you won't get to hear his wise words unless you have access to a PC with a CD-ROM. "He's his own agent, amazingly," laughs Jeeve Gupta of Anco, who's now joined us for a chat. "We just got hold of his number from somewhere, rang it, and his wife answered!

"On the Amiga version his face will be providing pre-match and post-match commentary," boasts Mr. Screech proudly.

"What we're really trying to stress here, though," insists Jeeve, "is that you can actually play in this game, though; it's not like one of the normal simulations where you don't get to play football. What's we're also trying to stress," he continues, rather confusingly, "is that it doesn't matter how good or bad you are at football, it's the managerial results which count." Hmmm.

Player Manager 2 has four different modes of play, apparently. There's the Personal Challenge, where you try to reach a target such as winning promotion in five seasons; the Knock-out, pitted against three other managers; Rolling, which is the normal player/managerial mode of play; and lastly Player Manager World where, excitingly, "up to eight players can save their dream teams on to disk, and load them and their tactics for a head to head to see who has created the best team." The words barrel, scraping, and bottom spring to mind.

Once again, though, before we complete the interview, the boys from Anco's thoughts turn to more stressing matters: "Another thing we're really trying to stress is..." no, really? You don't say. "...the tactics designer," says Jeeve. "It's being put in at the moment. It's very powerful, with a little feature we're calling Ray Trace."

The thing Jeeve waves in front of me has a diagram, looking a bit like the tactics editor in *SWOS*, showing a small pitch with a number of arrows pointing in different directions all over it. "The Ray Trace will show you which direction your players are travelling in, with relation to the ball," he explains. "So if the ball's there..." he jabs a finger at the picture, "...and you can see your number 2 running all over the place, wasting energy, then you can edit the tactics so that next time he'll run with it straight away."

To edit the tactics, you move a ball around the pitch, and then edit each player's attributes depending on its position, just like in... oh, look, it's obviously competing with *SWOS*, isn't it?

"Wee-lll..." Jeeve hesitates, "not really, to be honest. I mean, yeah, we're stressing the playing side of things, but that only makes up about 30 percent of the game. The main bit is the management, and selecting the best players to play for your team," he says, rather wafflingly missing the bus marked 'answer the bloody question!'.

"We're now putting in set plays, as well," sidesteps Steve, "so you can build moves. We've got schoolboys in there, 16 year-olds who, if you're a good enough manager, you can take on and train. We're not really touching on the ground improvements and such, like normal football management games — they are in there, but the board decides them, not you. You're free to concentrate on dead-ball tactics, picking the right team, and playing the game well," he stresses. Doh!

Left; The little Ray Trace lines mark the tactics screen in *SWO*... sorry, *Player Manager 2*.

Circle; The idea behind the 'doll's house screen', as Steve puts it, is that the whole game is covered under one roof, and every aspect is easy and quick to reach. There's the chairman's office, archives, board room and training areas. Amongst, er, some others.




Aha, the board room. Yawn (sorry). Presumably there are a few bums on seats, as it were, in the game 'proper'.

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PROJECT: Chaos Engine 2
PUBLISHER: Renegade
DEVELOPER: The Bitmap Brothers. All of them. Nearly.
INITIATED: April 1993
RELEASE: Easter 1995

Steve Kelly's just had a baby. Nine months ago to the day, in fact, and the little'un's at that stage where neither mater nor pater can guarantee regular shuteye. "Babies and music," he says, wearily. "That's all I can talk about, really, because for the past couple of months that's all I've been doing." Steve's here alongside Simon Knight, who I'm sure many of you are beginning to know rather well: he's the designer chap, cropping up in many of these interview-type things.

"I'd say it was split 75-25, babies and computer programming," Steve announces, thoughtfully, before realising that rug-rats are once again chewing at his mind and promises that there will be no more baby talk. At least, until we get to the pub.

"I've been working quite closely with Simon recently," he says. "Today we've been concentrating on... what we're calling level nine, but will actually end up as level four of Futureworld." The future is to be the first section in *Chaos 2*, rather cheekily up-ending the time/space armchair from the very beginning. "They're not ordered by time, though, just the order we create them," laughs Simon.

"We're getting in a lot of specials at the moment," Steve enthuses,"different powers for each player: for instance invisibility, and a duplicate self. The latter you can use to drop a clone of your character, which will then go off and attack your opponent for a while."

"That's actually rather similar to one of the competition entries," Simon grins, referring to *The One*'s recent design-a-weapon compo. "But I thought of it first!" There's somebody rather disappointed out there now; knowing already that they can't have won the prize. Never mind, though; at least you know that The Bitmaps thought it was great.

"And we've been tweaking the mines, rather an important element in the game," Steve continues. "A mine is a weapon that you collect as a power-up, and then drop behind you as you run around. Before, they used to blow up after 30 seconds, now how long they last for depends on your rank — so if you're at '0' it might last 10 seconds; but if you're '3' or '4' it might last for 30 or 40."

Rank? Is this a new thing within the *Chaos 2* design?

"Yes. Basically, as you collect more objects and amass more points you go up in rank. If you go to the next rank, a screen appears in-between levels to inform you," adds Simon. "Higher ranks enable you to move faster, to take more hits, and you can get better effects from the special power-ups."

"So back to the mine, the higher the level you are, also the more damage the mine can do," Steve explains.

Steve's seemingly the lead programmer for *Chaos 2*; at least, everybody else has described him so to date, although he's reticent to admit it, and prefers to play down his role. "The programming is split between myself and Steve Cargill, really. I do the engine for the game, effectively, moving the characters around and so forth. When Simon comes up with a design idea, I try an implement it as quickly as possible."

"He's also a bit of a guinea-pig for me, in that I design the levels with two players in mind first of all," describes Simon. "Otherwise it takes far too long to work out the character intelligence. So I need someone like Steve that I trust to play it alongside me, and then we work out together if it works or not — maybe it might need another door here, or something else there."

"That's exactly what we've been doing today, with this Futureworld level," Steve chips in. "In the second half of the level there were four keys, and when we played it we realised that because of their position, each player got two each; and there wasn't enough ammo in there to rob them back off the enemy. So when that happens we go back into the code, and correct that sort of thing."



"This will change depending on which character is being played," says Dan Malone, pointing to the left-hand face. "There's your Skill, Health, Speed, Bullets... Overall Level [points to the big bar at the bottom]. And, er..." he gets stuck with the empty black box. "That's supposed to be the ammo."

RANK SMELLING

Because the levels are designed with two players in mind, this quickly weeds out any possible design problems which may be thrown up when actually playing it — because a human player can be far more creative and cunning than a computer player could be. Next to actually designing and programming the levels, it's this 'tweaking' stage which really eats up development time. The Bros have found that more and more tweaking has been necessary lately — a good sign, which at last points towards the end of development of the game.

"I'm pretty confident that we can start putting in monsters into the Futureworld level now," Simon says, "because now we've tweaked it, even though it's still rough in places we know that it fundamentally works as a level. And we're getting used to working this way, so each level becomes quicker to work out than the last."

"Yeah, in the last two months, the monsters have really started to come together," agrees Steve. "We've been looking specifically at levels which have been designed for maybe... six months, and making them work correctly; which means we've been able

It's time for the fourth and, probably, the penultimate section of the Bitmaps' latest masterpiece. Too bad — Andy Nuttall's beginning to like visiting their plush Docklands offices, and Matt and Harry like getting him out of the office for an afternoon. Shame.



to throw loads of baddies in as well."

Now for the techie stuff: don't read on if you're faint of heart.

"At the start of development, I put together a system which defined everything in the game as an object," explains Steve. Don't worry — he promises not to get too technical. "All of the backgrounds, animated things, everything is made up of objects. My system can create objects, delete them, and move them around while checking for collision detection [where an object hits another object — Patronising ed.]."

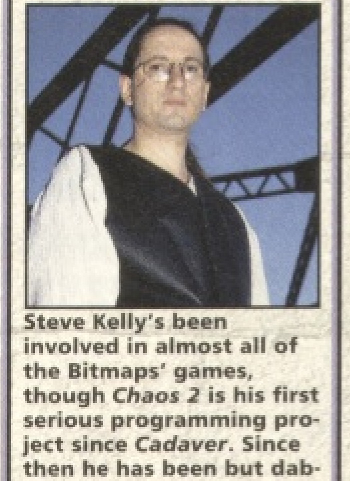
Simon, who also doubles as a programmer, then created this thing called an object language, where every object can be programmed individually to say what it does given a certain event.

"If you take a pressure pad, for instance," Steve says, "Simon could program the pad to display a different sprite if a player walks onto it — giving the impression that the player is pressing the pad down. When it goes down you might want it to open a door — which would simply be a case of programming the pad to create an event when it's pressed, and programming the door to open when it receives that event. Does that make sense? Anyway, that's what I've been doing for the last year or so."

"When we were thinking about how to do it I spent quite a lot of time talking to Eric, because he'd done *Gods*, chatted to both Steves about how *The Chaos Engine* worked, and quizzed Jason [Perkins] about *Ruff 'n' Tumble*," says Simon. "Basically, it's important to draw on other people's experiences as well as your own stuff that you've done before.

NAVVIE RASH

"As a very simple example, in the original *Chaos* if you flipped a lever to open a door, that was it. You couldn't do anything else with it. In this one, though, you can keep flipping the lever and the door will keep opening and closing."



Steve Kelly's been involved in almost all of the Bitmaps' games, though *Chaos 2* is his first serious programming project since *Cadaver*. Since then he has been but dabbling his toes in the murky waters of computer games.

"It's meant that we've expanded the system," adds Steve, "so much that it's taken on a very deep complexity; you can do a hell of a lot with it. It's grown to be... quite a big thing," he flounders, trying to think of something very large."

Are you excited about *Chaos 2*?

"Yeah, very much," Steve says, enthusiastically. "It's really starting to come together. There's loads more stuff to be done, though. The end-of-level guardians are a major part, for instance. There are some tweaks which can't be done using the existing system, and need to be done individually; and then there are the monsters. Most of them will be standard eight-directional characters, with four walking frames and a shoot frame, but there'll be some others which will have to be coded separately."

"There's also the Medieval level, in which you have the ability to go in and out of rooms," says Simon, "and the Japanese level where you can walk into water. Those will also have to be programmed individually by Steve."

"All the management screens are written," Steve adds, to much applause from Simon. Apparently he's been waiting all this time to mention management, simply because Dan's given us a screenshot of a Level Award management screen. "They work perfectly on their own, but when you put them into the game... hello, nice black screen. I think Steve [Cargill]'s fixed that today, though, so we'll go way ahead and get those going next."

"We're basically going to try and get the whole of the Futureworld up and running, as a sort of mini-game," says Simon, "with the management screens around it, the 'Game Over' screen and the title screen. We'll give that to the testers and let them play it, and from then on Steve and I will keep adding levels on to the full game."

From the mini-game, Simon reckons, it should be easy to produce a coverdisk demo. And you know what that means? Yes, the lucky winner of December's competition to design a weapon for *The One*'s exclusive demo of *Chaos 2* will see his or her fantastic creation in action.

Watch out for next month's issue, where we'll be printing some of the best competition entries, and also the results — chosen by a panel of experts selected from... well, *The One* and the Bitmap Brothers, really. And of course, we'll be bringing you the final installment of 'Chaos Sera Sera' — featuring musician Chris Maule, and a final few words from Eric and Simon about how it's all turned out. See you then!

Once again the Gentleman does battle with some rather sour-faced meanies, while the Navvie makes his way north to trap him in the dead-end. The game's really taking shape now, with the Futureworld even more advanced than this, the Aztecworld. Excellent.

PART 4 CHAOS SERA SERA

TOUPEÉ OR NOT TOUPEÉ

God, in his infinite wisdom, blessed the gently goatee-ed Matt Broughton with a potentially afro-esque head of hair. Sadly, all the chaps in Gametek's new offering are never likely to experience such a hilarious appearance, as they are all quite, quite, bald.

PROJECT: Baldies

PUBLISHER: Gametek

DEVELOPER: Creative Edge; David Wightman (MD, lead programmer), David Elliott (technical manager, hardware programmer), Daniel Leyden, Duncan McDinkin, and Sean Connolly (Programming), Alan Duncan, David Brown, Paul Docherty (Art).

INITIATED: February 1993

RELEASE: May 1995

Baldies is by no means a new idea. If you've played *The Settlers*, *Genesia*, or the mother of the entire genre, *Populous*, then you're already there. You have builders, soldiers, scientists and breeders (they get the best job believe me!) with a control method just screaming of the user-friendly *Lemmings*. But 'Heavens to Betsy', I've only had a 10 minute muck about with the game, and Creative Art's top man, David Wightman, is sitting here beside me. So, David, 'How do they do that?'

"Er, right. Well the bottom line for *Baldies* is that it's a war game, but not a standard strategic war game in that you don't have to plan your attack before hand; which is really tedious if you're not into all that. The concept was designed from scratch to have the depth of gameplay as something like *Populous*, but with the accessibility of *Lemmings*. What we have, though, is actually more playable and has more depth than *Populous*, mostly because you can have up to 14 players against each other."

So we're talking 'Amiga network time' then?

"Well, as long as we can fit it into the Amiga version, there should be a network option. We designed it to be a networked game and the code is all written so that we can put that function in at the end of the project, on the serial/parallel port. The only problem here is sending 10,000 X and Ys down the line once you start getting really huge populations. It might have to be a limited network game, with maybe a maximum one hundred *Baldies* per side.

Hmm, very clever indeed, but how does it play?

"It's pretty good fun," continues David, "and you can have different levels of intelligence, each with a different emphasis. You'll get opponents who'll build lots of houses and breed lots, making them tricky to kill simply because there's so many of them, then there'll be others that are very clever and build lots of inventions, spreading them around the map. Another opponent might build up tons of soldiers and protect their area."

As is the way of the world, everyone who's seen *Baldies* has done their best to compare the little coot-headed blighters with other games, but with comparisons such as *Mega-lo-mania*, and even *Sim City 2000* floating around, things don't look too bad. So, I ask, boldly, where did the original concept come from?

"We simply wanted to design a game that had something to do with lots of little characters running around the screen, all with their own AI (Artificial Intelligence, acronym fans) and doing their own thing. As it is now, *Baldies* is miles away from the original idea."

The team originally had a larger number of specific occupations, which made it a much more of a strategic venture, but simplified it for a very important reason — it was more fun to kill people!

"The first invention we worked on set everybody on the screen on fire — that's always a favourite. It's just the way it developed; it wasn't a conscious decision to make it more arcade-y than simulation, it just happened that that was the most fun."

TO BALDLY GO

One of the obvious elements effecting the character of the game is the presentation, but even the little Baldies themselves have evolved as time's gone by.



As with many god-sim games, the skill comes in juggling your initially limited population to the best effect. Do you get straight on the case with the scientists' inventions, or do you just bung as many people in the houses as possible and get them to breed. Hey, I know which one sounds good to me!

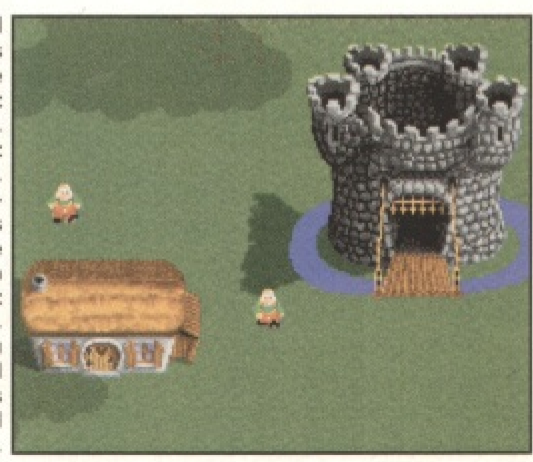
"The original look was a much flatter one, but then we kind of tilted it a little bit toward you and it made things much better. We had a version that was isometric so you could walk behind things properly, but it was quite difficult to work out what should happen when; for instance, you pick up the Baldies with the big hand and go behind a tree. We ended up including a shadow so you know where you are."

The game seems to rely quite heavily on tons and tons of luvverly graphical rewards throughout. Was this the plan all along, or did it just 'occur'?

"Everything in the game is deliberately graphical; there's not really a lot going on behind the scenes that you don't know about. We've worked hard at getting the AI right, and though it's only just going in now, we've got the Baldies doing things like huddling together and falling asleep under a tree if they're tired. They'll urinate just for the sake of it if they're bored.

Come on baby light my fire, try to set the night on fiyerrrrrrr!

"There are lots of graphical touches and lots of hidden effects to find. Fish jump out of the water [unless some bugger has relieved himself in its pond, no doubt — Harry.] and you can grab these with your hand and drop them on the ground where they flap around. It serves no purpose; it's just something to muck around with — there's tons of stuff like that.



Right: "The thing that ties all of these traps together is that you can go to the enemy's castle but you can't go inside to kill them. Instead you can drop a ferret inside to chase them out, into an area that you've covered the ground with various devices of death. That's one way of counteracting them hiding in houses. you've got other things like helicopters, and if you build a garage you can invent cars." David Wightman, Creative Edge's Managing Director, and *Baldies* chief programmer.



Left: The most amusing graphical treats in *Baldies* are to be found with the various traps that can be laid in front of the enemy. There are springs that launch people 600 feet into the air, little electric shocks (complete with flashing skeleton effect!), and even one trap that pumps you full of helium and makes you expand until your head pops off!

"The basic idea is that with the interface and the tools you have you can try anything with anything and see if it works. You can hide people in trees, or drop people into lakes to see if they drown (which they do, incidentally). You can then exploit what you find by, for instance, setting people on fire and then dropping them into trees or houses, thus setting them alight. We just want to keep it as open as possible — to let people try what ever they want, and be rewarded for trying, even if it's nothing to do with the game."

There are hundreds of inventions to play with in *Baldies*, and more are introduced as you progress through the game. They're fairly sparse to begin with, so you have to turn a few people into scientists, get them to run around gathering materials, drop them into a house, and then click on their blackboard to bring up the possible inventions. It's a progressive groove thang, so once you've invented and built, for example, 'mine, size one', when you return to the house you'll find that you can now invent 'mine, size two'. Build yourself a science laboratory, and you'll soon have all sorts of diabolical and cunning things available.

The varying levels do actually affect play — they're not just graphical niceties. In 'Hell' the Baldies all wear little togas and die if they get too hot! To counter this problem-ette you can 'invent' little rain storms to cool them down. In the North Pole they can die from exposure, so you've got to keep them warm by 'inventing' boots.

SYRUP

Because of the importance of having a good opponent in a one-player game, David took a slightly more 'Bullfrog-y' approach when coding the CPU intelligence.

"We're developing the AI by playing the game on the PC as a network game and then analysing how people approach it. Rather than just sitting down, and working out how the computer SHOULD play when perfect, and then going backwards, we just watch people playing and try to emulate a human opponent. This way you can copy characteristics that you wouldn't necessarily think of, and code them into the game.

"The enemy won't always play in the same way over the same scenario, so, if after two minutes you've built a house and put 10 people inside it, the computer won't always steam in for the kill. It might have chosen to spend its time breeding, or put all its efforts into inventions. The CPU might be aggressive, or it might breed until it knows it has about 50 percent more people than you, then turn them into soldiers and attack."

So what's left for the team now?

"Well It's really just 'tweaking time' now — getting the logic right and the AI spot on. After all, you don't want to play level one and find the CPU turning up with 1,000 soldiers after five minutes!"

No, you're not wrong there. Oh look, it's Paul Daniels. SLAP!

HOME SWEET HOME

Your *Baldies* need a place to live, and these houses provide them with somewhere to breed, build, train (military), and invent. As far as inventors go, you can have either construction research or scientific research going on. The more people you have on the case, the faster the various inventions will appear.



The scientist is invaluable for making all of those luvverly toys already mentioned. Click on his blackboard and select from such beauties as fire bombs and spring traps.



As the builders become more skilled, larger buildings can be er, built. These buildings themselves can then lead to further developments, and once you've attained a certain level with a specific type of building, more advanced versions will become available. If you know what I mean (that's quite enough buildings for now — Andy.).



As well as all of the offensive traps, there are less... *physical* inventions such as population bombs that can be dropped onto buildings and get them breeding like rabbits (much the same effect as playing a Barry White luuurve album no doubt). Some levels will require you to build tons of defences, while others will force you to invent things as fast as possible. It's a sort of race against time, but with a large dollop of resource management mixed in. And some chopped nuts for garnish. Probably.

SPERIS ODYSSEY

This magazine is turning into a sodding brochure for Team 17. Still what can a lad do when those Yorkshire terriers just won't let go of the Amiga's trouser-leg. Now it's a new Zelda-ish adventure — The Speris Legacy. Andy Nuttall proffers the doggy-chocs.

Zelda's never been an inspiration for Amiga games publishers. One of the most popular games in the world, selling over 17 million copies, and yet available for Nintendo machines only, it's never ceased to amaze me that more Amiga publishers haven't 'borrowed' the genre, if not completely plagiarised the game.

Recently the isometric-RPG *Zelda* style has become fashionable in Amiga circles, though. While Team 17's original idea for *Witchwood* has been scrapped, we've already had *Dragonstone*, while looking forward there's *Legends*, and now *The Speris Legacy* from... yes, Team 17.

"We've worked for almost a year-and-a-half on the product," says Ian Jolly, graphic artist working for Binary Emotions, the team behind *Speris*. Excuse me, a product? Aren't they called games anymore? "A lot of companies have been producing a similar game to us [that's more like it — Andy.], so you end up thinking 'Oh no, we're going to have to do something a bit different'. Basically, we took our most favourite type of game, which is basically the *Zelda*/*Secret of Mana* sort of thing, and we stuck with it."

"When we were designing *Speris*, we knew that Team 17 was going to produce a *Zelda*-type game, called *Witchwood*, and that would be our main competitor. Then we heard of *Legends* from Krisalis, and we thought, well, the graphics weren't quite up to the same standard. I'm not saying that my graphics were streets ahead or anything," he falters, "but I thought they were just a little bit tidier."

PRISONER OF ZELDA

Ian was understandably quaffing great foaming steins of the old Schadenfreude after the release of Core's *Dragonstone*, delighting in what he perceived as obvious flaws in the combat sequences, and problems with the limited style of the puzzles. "*Dragonstone* felt pretty rushed, more than anything," he adds, agreeing with Matt's review (Feb ish. 79 percent).

Ian and the others are "pretty big fans" of *Zelda* and *Mana* on the Nintendo. Is it safe to assume, then, that they will be using that enthusiasm to make *Speris* a game of similar quality?

PROJECT: The Speris Legacy
PUBLISHER: Team 17
DEVELOPER: Binary Emotions: Andy Jolly (Designer); Ian Jolly (Graphic Artist); Clive Minnican (Programmer); Ian Ford (Musician)
INITIATED: July 1994
RELEASE: April 1995

"Yeah, definitely," Ian agrees. "For example, we're using similar combat techniques to *Mana*, where you strike and you gain hit points on your enemy. If you attack from behind you get more hits, and if you hold the fire button down for some time you build up power and get a better strike. We're trying to make the combat side of things as playable as the puzzly stuff, and it's going to turn out well in the end, I think."

But will *Speris* be any good?

"The problem with most publishers is that they take the game, and they only look at its most prominent features," he explains. "What makes games like *Mana* and *Zelda* are the little things; minute details which you won't find out until you play it for quite a long time. If those things aren't included, the whole thing starts to come to pieces.

"Another thing that you probably won't find in the *Mana* game, which is our strong point, is that we have quite a bizarre sense of humour. One of the islands in the game is called Cow Island, and when you're on it, you get covered in... crap." Aha, wit.

This church is part of one of the early puzzles, right at the start of the first level. "The priest give you some vital information to help you on your way," says Ian, helpfully. "Er, but I can't remember what it is at the moment," he adds, rather unhelpfully. "He looks a bit like a Dulux dog, doesn't he."

I thank God I wore my corset... etc.

"You end up as a little brown blob with two eyes," Ian continues, "and you have to go down to the river and get cleaned up — otherwise they won't let you into the village. Other little touches that are important are the collision detection, and a good storyline all the way through."

Zelda and *Mana* are both, to some extent, fetch-and-carry adventures where puzzles are often solved by collecting objects from one person and delivering them to another. And if a game steers too far towards that type of puzzle, it's in severe danger of becoming less like *Zelda* and more like the fantastic adventures of *Dizzy*.

"That's what we want to try and avoid," says Ian, determinedly. "Somebody looked at our original graphics, when it was a side-on platformer, and said 'oh, that's just like *Dizzy*'. And I was gutted, for a while. But it's not going to be like that, one of those games where you have to pick up this piece of wood to support that table, etc.

"In *Speris*, if you're talking to a character, and you say that you need



"The Neonhead [the stone-looking thing — Andy] actually breathes fire, and when he torches you you get thrown back towards the concrete pegs. The pegs can be destroyed with bombs, while the Neonhead has to be destroyed from behind." So, presumably, it's a timing puzzle where you have to dodge the flames. Hmmm.

help with something, they might tell you that they have a friend who can help you. But because you don't know his friend, you'll have to get the character to go and talk to him before you visit and ask for help.

"The play will then switch from the main character to the sub-character, and you go off to discuss business with the friend — before returning and switching play back to the main character. It's quite involved, but we're trying to think of as many different slants as possible."

As in LucasArts' *Monkey Island* adventures, interaction between characters is via a list of cunningly-levelled questions, which can be chosen and asked in any order. The idea behind this is so that the player can extract what information he wants from the characters, and then move on — so it instantly becomes a game of skill. Or so the theory goes.

"It does make a difference in our game," insists Ian, "because you actually get pictures of all the characters as they speak as well. In *Zelda*, for example, you only get text and a bog-standard picture of a villager with a different jumper on to the previous one. Because *Speris* has individual pictures of most character, it becomes more personal."

SPERIS WEAL

Like a long line of previous Team 17 successes, the Binary Emotions chaps took a direct route to publishdom by sending Team 17 a demo of *Speris*, and keeping their fingers crossed. But before that Ian and Andy had sent it to other developers, with less promising results. As Ian recalls:

"We'd taken it to a few companies beforehand, and one of them, a distributor, told us that we should take it to an educational software company! And then Team 17, who we reckon have a really good grip on how a good game should be presented, just looked at it for about half an hour and we were sorted. They signed us up not very long ago, and... er, I left work today, actually."

In fact, the whole team have now jacked their 'real' jobs in, which obviously represents quite a big risk. But because they've signed to the Team, they're slightly more, ah, comfortable. But in its short lifetime, their game *Speris* has gone through a number of serious face-lifts to reach this stage.

"When we started developing *Speris* 18 months ago, it actually had a side-on view," Ian grins. "We produced it that way for quite some time, but then we realised it was a good idea to get away from the platformer type of thing. And then it became the top-down game that you see here."

"I've been in touch with a lot of companies through *Speris*," Ian says, rather matter-of-factly, "and all of them have said we've got to get a PC. So I bought one, a little over a month ago, and I'm not very pleased with it. It's a Pentium 60, which is quite a nice machine in PC terms, and it's got 4Mb of memory. Which, seemingly, isn't good enough for the PC..."

As though willed by the great god IBM, the phone was cut off at this point, with one of those tannoy-style patronising messages saying 'Sorry. There is a fault.' in a very matter-of-fact way. Sadly, although I rang Ian back straight away, I never got to find out just what was wrong with his PC.

I did, however, get to ask him one last, and rather important question: what on earth is *Speris*, anyway?

"*Speris* is the name of the game's land. It's split into 13 sections..."

No! I meant what is *Speris*? Where did the name come from?

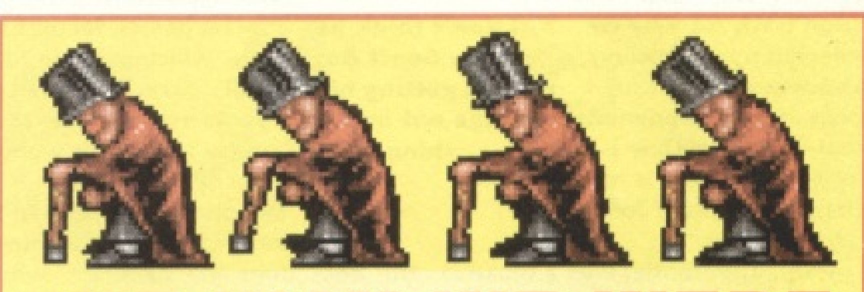
"Erm, well, I don't know if you've ever heard of the *Robotech* series? Well, one of the planets in it is called *Spheris*, and we just took the H out of it..."

Ah, nothing like a good bit of plagiarism, is there. (Apart from theft. Theft is quite like a good bit of plagiarism — Harry.).

"Team 17 isn't particularly keen on the name, though, and it's trying to convince us to change it. If we can keep it, though, we will."



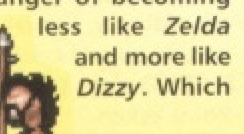
The little ghost is guarding the scarecrow here, who also guards a dark secret, apparently. Here are some birds, and the little ghostie being hit, by you. With a sword. Er, and that's it.



THE WAY WE WERE

Despite hailing itself as a *Zelda*-style game, *Speris* wasn't always an isometric RPG. No, around eight months ago it existed only as a side-on platform game. The actual workings of it were essentially the same: you could talk to the characters, and interact with them in the same way. But when you have a side-on adventure of this sort, it's in danger of becoming less like *Zelda* and more like *Dizzy*. Which is something those Binary Emotions fellas wants to avoid, obv.

"Some of the graphics did look rather nice," reminisces Ian. "The grass looked even better the stuff we've got now, but it had lots of restrictions because of the view, and for an adventure game it just looked a bit awkward." Sadly we couldn't bring you complete screenshots of the original game; but here's a quick looky at the side-on graphics — which you'll probably never see again. Ahhh, bless.













PROJECT: Final Over
PUBLISHER: Team 17
DEVELOPER: In-house
INITIATED: Mid- 1994
RELEASE: March/April 1995

a Lara Lara LAUGHS

Andy Nuttall knows absolutely nothing about cricket. He is therefore the ideal person to cast a cold eye over Team 17's new eleven-a-side game. Don't be surprised therefore, if all you get is a load of old flannel –s. Doh!

Anybody expecting the usual long and verbose introduction will be disappointed with *Final Over*. Yes, just straight to it this time, I'm afraid. None of the usual waffle you've come to know and love, because there's something I just have to know: What can Team 17 bring to cricket, a sports genre that so many have tried, and so many have failed?

"Well, we've kinda got into this *Arcade Sports Series* thing, and I quite like the idea of producing nice playable games from obscure sports," says Martyn Brown of Team 17. "Don't ask me why we selected pool, bowling and now cricket, I suppose it just happened that way. *Final Over* is a lot of fun, which is more than you can say for other cricket games."

Pool, apparently, was a massive success for L'Equipe dix-sept, and with the imminent release of *King Pin* there's a lot to live up to with cricket. "I think *Pool* warranted its success, due to the fact that it was so playable and really felt like playing pool in the pub. Which is what some folk do, apparently," Martyn grins. "Cricket is another sport, aimed with a 'fun' slant and a knockdown price, and we are confident that the *Arcade Sports Series* is getting recognised for what it is."

Whereas *Graham Gooch* uses large sprites, and *ITS Cricket* alternates between 'zoomed-in' for the batting and 'zoomed-out' for the fielding, the designers of *Final Over* decided that it's about time somebody made a cricket game that uses tiny sprites all of the time. A bit like good old *Sensi Soccer*, but... well, on a cricket pitch.

"It's simply a case of keeping to one style," Martyn comments. "People have said that it's purely a cricketing version of *Sensi Soccer*, er, sort of thing, which is all well and good, but it does allow you better vision of where fielders are. I personally think soccer games, for example, which zoom in for full screen penalty shots and the like, are pretty sad. That's a personal opinion, mind."

> **"I don't think he means Geoff Boycott getting his widge out or anything."**

The question, then, is if the characters are so small, how the heck does the batsman, who uses a joystick (as does the fielder, incidentally) actually aim and hit the ball? The side three short of a score has it covered.

"The ball actually scales up and down, and doesn't get thrown in real-time speeds," explains Martyn. "It gives everyone chance to see what's happening and react accordingly. I must note that this is arcade sports cricket and not simulated 5-day test match tedium." Point taken.

Sound effects have always been a sour note, if you forgive the pun, in cricket games. Martyn expects to get around this by using what he calls "fun effects", which sounds rather worrying. Still, 'Team 17 magic' and all that.

"Just because the subject matter is seen as dull and quiet, it doesn't really limit us," says Martyn. "We have never struggled for FX in the past, and this isn't the case now either. We can always liven things up, as I think we may have proved before."

This 'fun' doesn't stretch totally to the game itself — cricket fans will be pleased to note that Martyn is paying at least some attention to the real sport of cricket. I suppose this is Yorkshire, after all.

"There'll be stats, within reason," he agrees, "but we're not really going for a stats-fans game. This is cricket as in the arcade style, as in lots of fun, like the feeling that you get when watching the final over of a one day cricket match and you need seven runs off the last three balls. We're trying to make it a lot of fun, and appeal to people who wouldn't necessarily go for cricket — although I'm told lots of people actually like the real game."

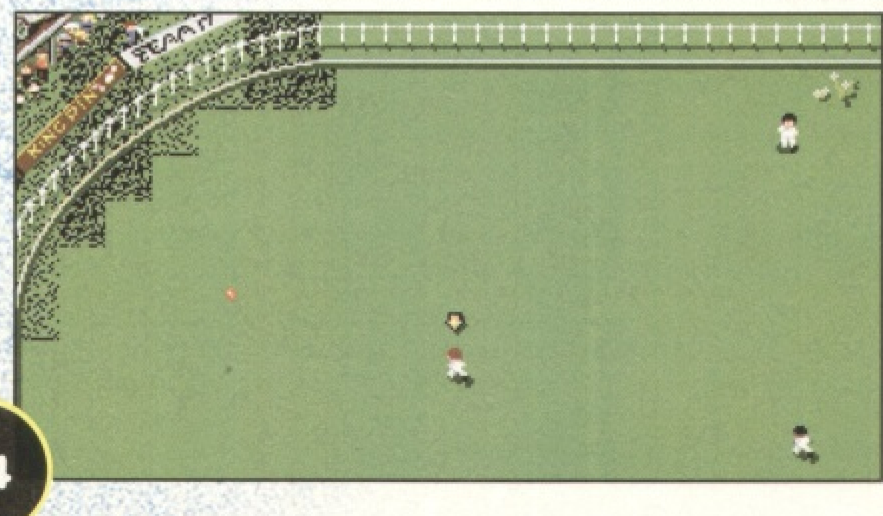
Ah. Erm, but just to clarify, all the teams will be in there with their real-life ratings and so on — and even an official-looking scoreboard. So it does basically follow cricket. "It's meant to be fun and have all cricketing features, and some we added for the hell of it," laughs Martyn.

While I was chatting about *Final Over* to Alan, Team 17's PR blokey, he mentioned something about 'a subtle sense of humour'. Martyn falls off his chair.

"Well I don't think he means stuff like Geoff Boycott getting his widge out, or anything quite that subtle," he giggles. "It means there's little things in there like birds which fly over the pitch which can get hit, you can knock out players, and silly things like that. We're not going overboard on this stuff, but it would be nice to make people smile every now and again. And we promise not to mention googlies even once. Well, okay, maybe once."

LEG SPIN

(Above): And here we have a typical game of cricket, the indicated fielder running to catch the... Oh, look, this is (Circle): silly, it's bloody cricket, isn't it. Anybody can see that — look, leg spin and everything. In an arcade styley.



And here's some more cricket, just in case you were missing it with all these words strewn around. Bah. In my day all this was green fields, etc.

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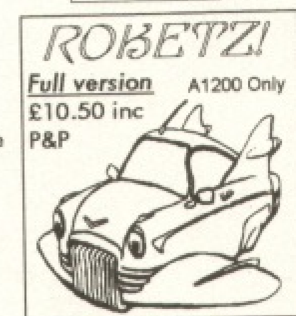
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REVIEWS

We believe that a picture paints a thousand words. Well, big ones do anyway. Small ones paint far fewer and many only fill the space of say, 50 or so. The One aims to strike a balance between big pictures and small pictures to keep the words down to minimum. Which means it's less boring for you. Hurrah!



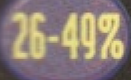
Skidmarks 2... no bum steer!


Extractors... shafting for pleasure?


Dawn Patrol... to be or not FE2b?


TFX... now boarding at gate fun!

The Overall Score is not an average mark. It's a representation of the reviewer's total experience playing the game. Man.



Rubbish. Offensively low quality. Arse, even.



Below average. Not acceptable by today's high standards.

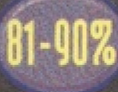
50-60% **Above average. But still plenty of room for improvement.**



Fair to good. Lots of nice points, but in no way perfect.



Pretty damn smart. Well above average.



Extremely good but just short of excellent. Well done.



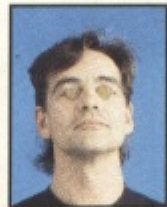
Excellent! Magnificent in every way. Go and buy it. Now.



ANDY NUTTALL
News! Andy has been kicked out of his flat at very short notice! Restores your faith in human nature doesn't it? Then of course, there was *Akira* which Llaughing Boyo has had no end of fun reviewing. But is our Lleader downhearted? No. "I feel fresh as a daisy" he remarked with the relentlessly chirpy air of a total arse. Any message for the readers Andrew? "Er...er..." Thanks mate. They'll love that.



MATT BROUGHTON
Matt has revealed that his sheer joy at palming-off *Akira* to the dim and unsuspecting Andy, subsequently became rather be-splattered by the spew of *ITS Cricket*. Serves him right eh, readers? Muffew has also been to Sheffield this month, hob-nobbing with the fellas at Freestyle, creators of *Super Street Fighter 2*. A fact which he thought worth mentioning, but which, frankly, no sane person would rush across-the tarmac to kiss.



HARRY ATTRILL
Haz has been celebrating his sideways-elevation to Features Editor by pointing at people's faces and declaring: "It's no good, I'm afraid, that nose will just have to go." This deeply embarrassing behaviour may have had something to do with the fact that he has wasted an improbable amount of time playing *Dawn Patrol* this month. Equally of course, it may also be because he's a bit of a prat who cracks rather feeble jokes.



JO WINSLOW
Don't be shocked, but you're reading a bribe. Yes! Our Jo refused to draw a fab new 'rhubarb and custard' logo. "It's an arse idea," she insisted, insistently. Ah, but, when it came to the crumble though, rather than talk to you, the readers, Jo said she *would* create a rhubarb & custard motif, if I filled this special, caring, sharing space with some er... rhubarb. You know what, I don't think she cares about you lot at all.

Call me a masochist if you will, but this month I decided not to make Matt review all the cack games, and I elected myself to rate the abysmal *Akira*, and the slightly-less-offensive-but-still-awful *Soccer Super Stars*. It's not that I'm feeling extra generous towards the bearded Narcissus, just that I don't want him moaning when I get to review the second racing game in two months. Last ish it was *ATR*, and now *Skidmarks 2* wings its way from sunny New Zealand, landing all dewy and fresh-like in *The One*'s Easter basket.

It's the sequel to *Skidmarks*, rather embarrassingly copying the double-entendre filled name that blessed the original, before tacking a bold '2' on the end. Various other monickers attached themselves along the way — *Super Skidz*, for example — but the low-pH-ed powers-that-be finally settled with the simple '*Skidmarks* 2'.

Let's pretend, then, that you never played the original game. *Skidmarks* was written early last year to show what Acid's new *Blitz Basic* programming language could do. It employed similar tactics to *Sensible Soccer* — tiny main characters, small pitch/track — to create a multi-player racing game which ignited the trousers of the press so much it received glowing awards throughout the magazines, and sold by the Smith's shelf-load.

It was only a matter of time, notably about 18 months, then, before we were to be treated with a sequel — but Acid recognised that the sequel to such a stunningly playable game would have to be something pretty special. And so we arrive at *Skidmarks 2*, a game which throws eight simultaneous players into the melting pot, along with modem/serial link play, a large range of cars including rendered cows on wheels, and even cars towing caravans!

But gimmicky new features are often used in sequels to mask the fact that the game underneath is essentially the same, and the later release is actually nothing more than a data disk. The question is: has Acid done enough with *Skidmarks 2* to warrant the new release?

Right; The high res mode, which actually looks a lot sharper on screen than it does here, effectively quadruples the amount of track you can see at any one time. So not only is it easier to control, because you can see what's going on, but also it buggers up our grabbing system, which is only used to normal lo-res pics.

Take cover! ATR's in pole position, but close behind is the long-awaited antipodean racer bearing all the hallmarks of its rather regal ancestor. Who will win the race? Andy Nuttall wields the chequered flag...

SKIDMAR



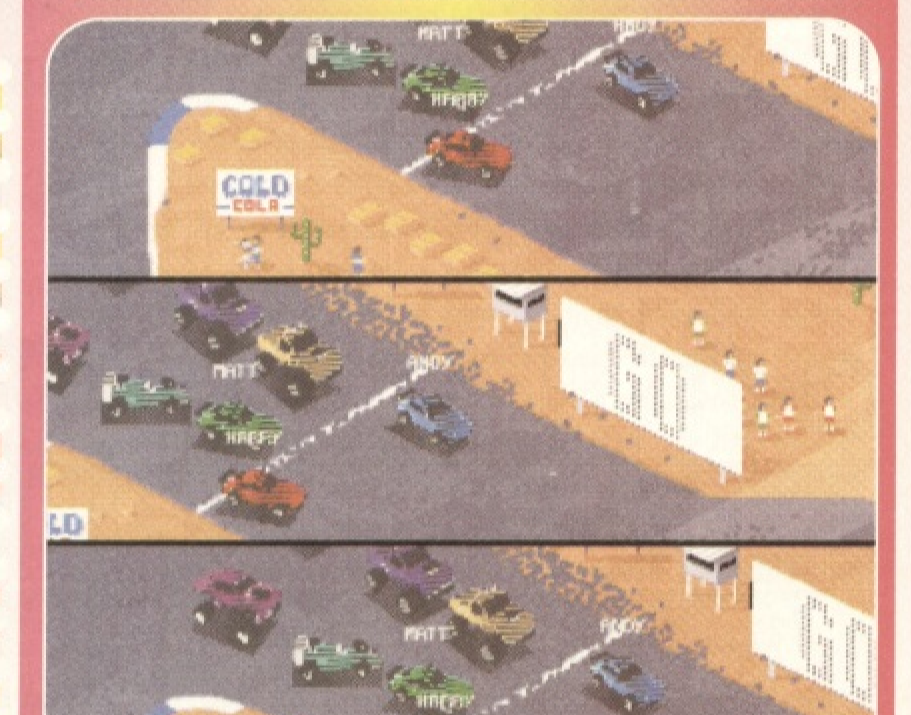
With names like Mini Magic, Beetle Battle, Formula Finale and Muscle Mayhem, the different modes in the Championship pose some very different challenges — based around time trials, and improving your race times.

Harry, fresh and unscathed from his review of *Dawn Patrol*, attempts to recreate the aerobatic manoeuvres of a Sopwith Camel, or some such 'kite'. Arse.

DO THE SPLITS

In a two-player head-to-head, using the same Amiga, the screen splits into two to accommodate both players. A bit like this, if you will. Ah, but if you 'up' the ante to three players, surely the thing falls over, non? Er, non, actuellement, il... er, pleut. Or whatever the words are for 'splits into three'. Regarde au derriere...





The starting grid is slightly less than fair, or at least it is when you're positioned last. I suppose that it wouldn't be much of a challenge if you started off in front, because it's overtaking that's the difficult bit — but when you're beginning eighth out of eight, it's a different story.

RKS 2



BOVINE BONKERS

Silliness is a state of mind which comes naturally to New Zealanders, or so it seems given some of the outrageous features in *Skidmarks 2*. Tiny caravans, the word ACID etched into their rooves, being tugged around by VW Beetles, buggies with suspension so loose it feels like you're driving on ice... but the best of all are the cows on wheels, haring around the tracks in place of the cars. There's no reason to be there, other than for entertainment purposes. Shame they make engine noises, though, and not some crazed moo-ing.

Nice cornering, Haz!

Girls use hairpins don't they?

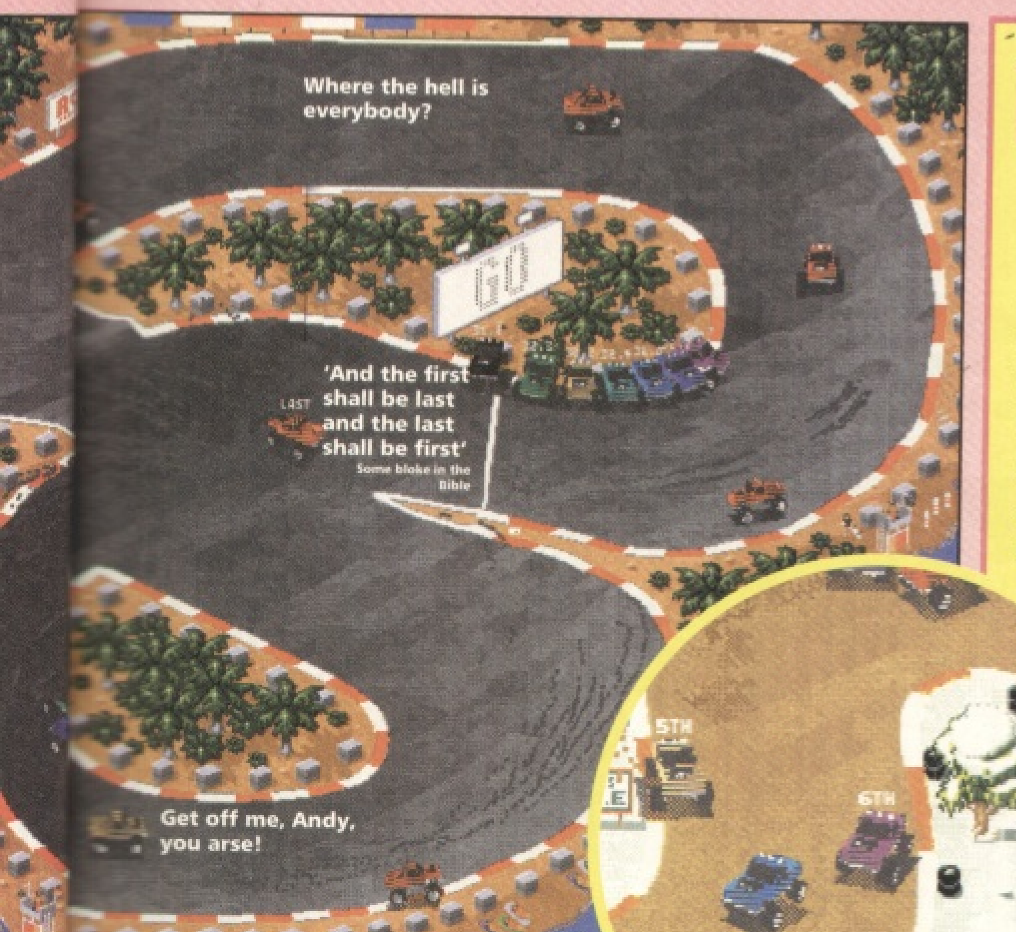
Circle; Because *Skidmarks 2* is supplied on seven disks, you can assume that there's lots of disk accessing to be had. The data is pretty logically laid-out, though; the tracks take up four disks, the cars another two, while the main program fits on just one. And it's hard-disk installable, so there should be no complaints.

SHORT CIRCUITS

There are 24 circuits to choose from, on four disks. Ranging from the easy figure-of-eight-type, they move quite swiftly on to twisty, turny, bend-ridden mud-sucking tortuous tracks, complete with obstacles and everything. Fans of the original *Skidmarks* will note that the track still gets worn out as the cars drive on it, but not to as great an extent as it did in the first game.

Above: On machines with 1Mb of Chip RAM, that's anything from an A600 up, it's possible to hook on a caravan. The number of available racers reduces by half, of course, but the way the little beauty handles is just like a caravan. If you were towing it at high speed over a bumpy dirt road

Because the loading times for each track can be a little... stiff, Acid even provides entertainment while-you-wait. This little *Pong* variant is a two-player knock-the-Acid-logo-about game. No point, r reason, but, hey! a nice bit of fun. And, er, here's the ball. And a bat.



Most of *Skidmarks 2* can be installed onto your hard disk immediately, if you want to. The cars will go on there, as will the program; but in order to get the installing software for the tracks, you need to subscribe to Acid's *SkidRacer* magazine. Quite what that is, I don't know — but we'll bring you news as it unfolds.



If you have lots of memory available, you can switch on 'different cars' mode, which, essentially, allows you to select individual cars to enter the same race. With my 4Mb A1200, I can get this many cars, a feat which I find rather impressive.

THE VERDICT

It's simple to compare **Skidmarks 2** with **ATR**, simply because they're both racing games, they've both appeared at roughly the same time, and they're both attempting to improve on earlier games. While **ATR** was light years ahead of the earlier **Overdrive**, **Skidmarks 2**, on the face of it, isn't that much different from **Skidmarks**. The graphics are similar, although it's much more 'more-er' now: more cars, more tracks, and more players; and because the gameplay's remarkably the same — apart from some neat additions tacked on to the main game, this could actually be **Skidmarks**. Where it does score brownie points, though, is with the sheer madness of it all. Madness caused by wacky funster cars, cows and caravans; and by the excellent eight-player multi-Amiga link up. Like the original it's extremely playable, especially using an A1200, and the large number of tracks means longevity-wise, it's good too. But, if you gave me the original game to review today, I wouldn't look on it as favourably as I did two years ago — and so I feel uncomfortable with **Skidmarks 2**. Because all the playability is geared towards multi-players, the single-player game gets a bit lost. I'm sick of trotting out this old cliché for every multi-player game, but it works for **Skidmarks 2**: if you play it on your own, it will quickly get boring. Like its predecessor Skids 2 relies heavily on the atmosphere generated by a crowd of players, rather than creating much itself. Also, it could perhaps have done with a few of the widdly-widdly guitar breaks and samples from Acid's own **Roadkill**, because to throw the same sound effects at Porsches, trucks and cows is just silly. A quick 'Moo-ooo' wouldn't have gone amiss. The bottom line, though, is that **Skidmarks 2** is a fantastically playable racing game. Everybody with friends should own a copy.

A5/600

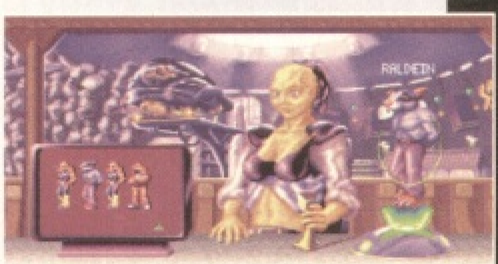
Publisher: Acid
Developer: In-house
£29.99 Out Now
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GRAPHICS	85%
SOUND	65%
PLAYABILITY	85%
LASTABILITY	87%
OVERALL	88%

A1200 / **CD32**: No A1200-specific version, although the ordinary game detects the faster machine and upgrades itself. A CD32 version is likely.

EXTRACTO

Matt Broughton has admitted to playing Diggers for about a week solid over the Christmas holidays, which not only earns him the title 'Saddo Supreme', but also instantly qualifies him to review Millennium's follow up. Hi ho.



Whereas *Diggers* forced you to pick one race and play with them for your entire game, *Extractors* allows you use any of the three races available; re-stocking and replacing dead men after each land. You don't have to fill all five places, and in fact makes it worth your while not to use all five by exchanging spare spaces for cash as soon as you start the next level. To be honest, it's so difficult to care for a full team, you're much better off with two or three men anyway.

The One was one of the few magazines that didn't give *Diggers* a really top mark when it emerged as the first ever CD32 product. David Upchurch, in his infinite wisdom, saw fit to award it something in the low 70s, and though I think it's fair to say a lot of our competitor magazines were probably being a bit over-enthusiastic, I personally thought the game had a lot of charm.

It's certainly not a game that's going to grab everybody, and though I enjoyed the opportunity to re-review the A1200 version in 'Updates' some months later, it's true to say that, while I enjoyed myself, people passing by or stopping to watch weren't exactly enthralled.

My girlfriend spent a lot of time over the Xmas hols watching me trundle through to completing some 67 percent of the game (lucky little saucepan!) but to this day she marvels at my apparent patience with a game that seem to be doing so little. Ah, but that's the beauty of the game. I think.

It's hard to explain why anyone would want to sit for hours on end watching tiny sprites digging their way through screen after screen of rock, but there is satisfaction to be found given time, and now that what is essentially *Diggers 2*, has arrived in the form of *Extractors*, it's time once again to dust off ye olde spades and prepare to dig. But some things have changed…

The story has moved on some years from *Diggers*, and the game now revolves around 25 floating land masses that have been rather selfishly risen by a race called the Flinarjians. Now the only way to get to the Flinarjian city is via all of these lands, financing your journey as you go and destroying the generators that power the city's shield.

So, whereas *Diggers* relied on endless digging, *Extractors* is more about exploration. To move from one land to the next, three tasks must be completed: find and destroy the aforementioned generator, collect a set value in gems, and find enough fuel amongst the gems to power your ship to the next land. Hmm, more Deja vu vicar?

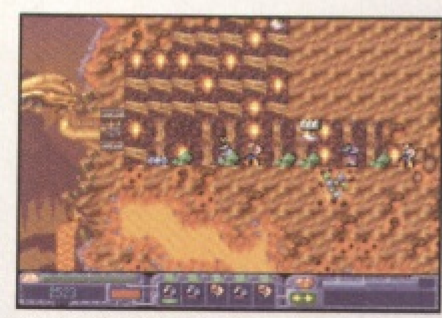
Huge piece-togethers ahoy! Here's the first of the bonus lands in its entirety, simply cram-packed with goodies and baddies. The purple thing on the far right is the shield generator, while the bluish thing on the far left is your ship. Other features of interest are… well just have a look around for yourself really. There are a few bad guys to see, and lots of caverns. Gosh, I'm really glad I spent ages putting this together.

Here are all of the floating lands (plus some bonus love-lumps!) with the Flinarjian city in the very centre just waiting to be attacked. The various lands have different conditions and a different bonus reward, shown before the level starts (see circle)





ORS



Above: You would have dreamed about a screen like this in *Diggers*, with gems as far as the eye can see. Unfortunately, this is a common occurrence in *Extractors*, which can often turn the game into more of a 'collect the gems, bank the gems, collect the gems, bank the gems' affair. On this particular level this is only possible with the use of the handy vertical tunneller. Set this little baby on automatic, and stand beneath with your hands open. Brilliant!



Above: Save enough cash and you can have access to the latest in seismic information, via this rather handy map. This is an invaluable tool, simply because it's easy to dig around the landscape to the point where access to certain areas becomes the best part of impossible. Of course, this is all part of the learning curve, and it's therefore a must to save your position; quite often having to quit and start again, trying to avoid making the same mistake twice.



Above: Extractors is kinder than *Diggers* was when it comes to cashing in your gems, with automatic trading whenever you enter your ship. You can also 'open' the shop and browse through the many toys on offer. The guided missile is excellent for bunging in the middle of enemy territory, while other splendid inventions include electric blockades, floating platforms and vertical tunnelling machines. Of course, you need dosh to back up purchases, not to mention a strong back.



Quite early on (even here on the second level) *Extractors* gets its teasing hat on, showing you the shield generator as if it's really close, when in fact it's bloomin' miles away. Only by digging all over the place (or saving up for a seismic map) can you find the true route to the aforementioned target, and then trundle off armed with explosives. And sod me if that isn't a corridor full to brimming with loverly little gems. Come on lads, get moving!

THE VERDICT

Rather sadly, **Extractors** doesn't quite achieve what it sets out to do. Being a fan of **Diggers**, it's easy to see how Millennium has approached this product (i.e. trying to counter the complaints made against **Diggers**) but if anything, they've gone too far in the other direction. **Diggers** presented you with vast tracts of earth to be mined which featured the odd gem, while **Extractors** has small areas to mine, absolutely packed with gems and fuel. Somehow this isn't as rewarding, 'cos you end up with screens full of gems, and a gang of happy workers teleporting back and forth cashing in. The control method can be a bit clumsy, and it's very easy to lose your patience with some of the characters who will insist on wandering into huge pools of lava and dying. Though the status bar shows you when folks are twiddling their fingers, if you're in the middle of some complicated manoeuvre with characters on flying platforms etc. you really don't have time to cycle through your blokes and tell them to wait (which should be the default as far as I'm concerned anyway). While on this subject, I realise that the author has tried to inject some personality into the characters, but why couldn't he have just made them sit quietly and wait? It would have scored so much less on my 'annoy-O-meter'. The presentation is okay, although it would have been nice to have had a few more new graphics rather than so many **Diggers** relics, and the overall 'feel' of the game is pleasing enough. The inclusion of new toys helps to keep the boredom at bay, but after a few experiments, you rarely come back to them. So, overall, **Extractors** is a disappointment for me. There are not enough new ideas, or enough challenges. The only thing that stops you from finishing with each land-mass without any problems at all is the stupidity of your men, and after a while, you won't bother with more than two characters because it's such a pain looking after the prats!

CD32

Publisher: **Millennium**
Developer: **In-house**

£TBA Out Now

Not Hard Disk Installable

Joypad

Memory 2Mb | Disks CD32

GRAPHICS 80%

SOUND 80%

PLAYABILITY 76%

LASTABILITY 71%

OVERALL 75%

A5/600
A1200

¿Esta mi *Extractors* A500 y A600 y A1200 aqui? Non, j'afraidemond tu es have to look elsewhere por le spade-ish fun, pero to be honestimente, I'd recommend *Diggers* to you presta *Extractors*. Comprende?



AKIRA

'Hurrah!' cried Andy Nuttall, 'It's Akira at last! After a full two years in the making, it's got to be good, right? Right?' But all around, the children were silent. 'Kanedaaaa-aaaagh!'

ICE probably thinks that I've got a 'thing' against it, because it's only released one game which I think is any good — *Mean Arenas*. But, believe it or not, I was willing *Akira* to be good — I really was — and it's as much of a disappointment to me that *Akira*'s a big pile of doggy plops, as I'm sure it will be to ICE.

Mean Arenas proves that a game can succeed despite having poor graphics. Where *Akira* falls down, though, is that despite appearing on the CD32, there are not only no graphics worth writing to you about, the sound is awful and the gameplay worse than anything I've played.

The music is okay in its own way, but it's completely arse when applied to the harsh, futuristic storyline of Akira — consisting mainly of soft, lulling guitar twangs, whereas what we want are thumping, thundering power chords. Well, you know.

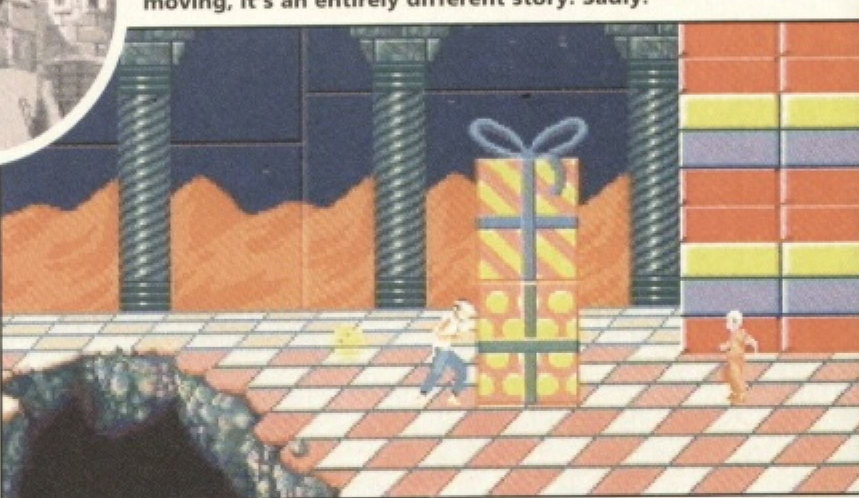
And I'm sure that a few samples from the film ('Kanedaaaaaa!' springs to mind), would have not only been easy to implement, but very effective alongside the few bits of (admittedly, rather arse) digitised footage. Considering what's possible, storage-wise, on a CD, it's incredible that the intro anim only lasts for a measly eight seconds!

The well-proportioned manual contains spelling errors even the most basic of spellchecking programs would pick up ('invinsible', 'gaurds', 'recieve'), not to mention the constant misspelling of a major character. Is it Kaneda, Keneda or Kenada? ICE tried all three, presumably in the hope that one was correct.

And, most bottomingly of all, this bodged presentation also applies to the game. The usual practice of converting great feature films into boring, tedious platformers has reared its farty head once again — and this time it's fouler than ever. Don't get me wrong: I like a good platformer as much as the next bloke, but we're talking pre-*Harlequin* stuff here. In fact, you'd be forgiven for thinking it was pre-*Manic Miner* — no exaggeration.

I'm going stop this introduction now because I'm killing *Akira* before you've had chance to look at it properly; however, if you want to groove on down to a right royal slagging, I offer you... The Verdict!

Here we can see one of the better-observed graphics in the game. The little car actually looks quite faithful to the original; as, to some extent, do the teddy bears. However, when you see them moving, it's an entirely different story. Sadly.



The designers of *Akira* obviously know a tremendous amount about perspective. Or rather, not. Despite this level resembling a multi-level parallax scroll, a la *Flink* or *Lionheart*, it, er, isn't like that at all. It's just flat. And because it's just flat, the fact that you can't walk around obstacles like this cardboard cut-out gift makes the game all the more surreal. For all the wrong reasons.

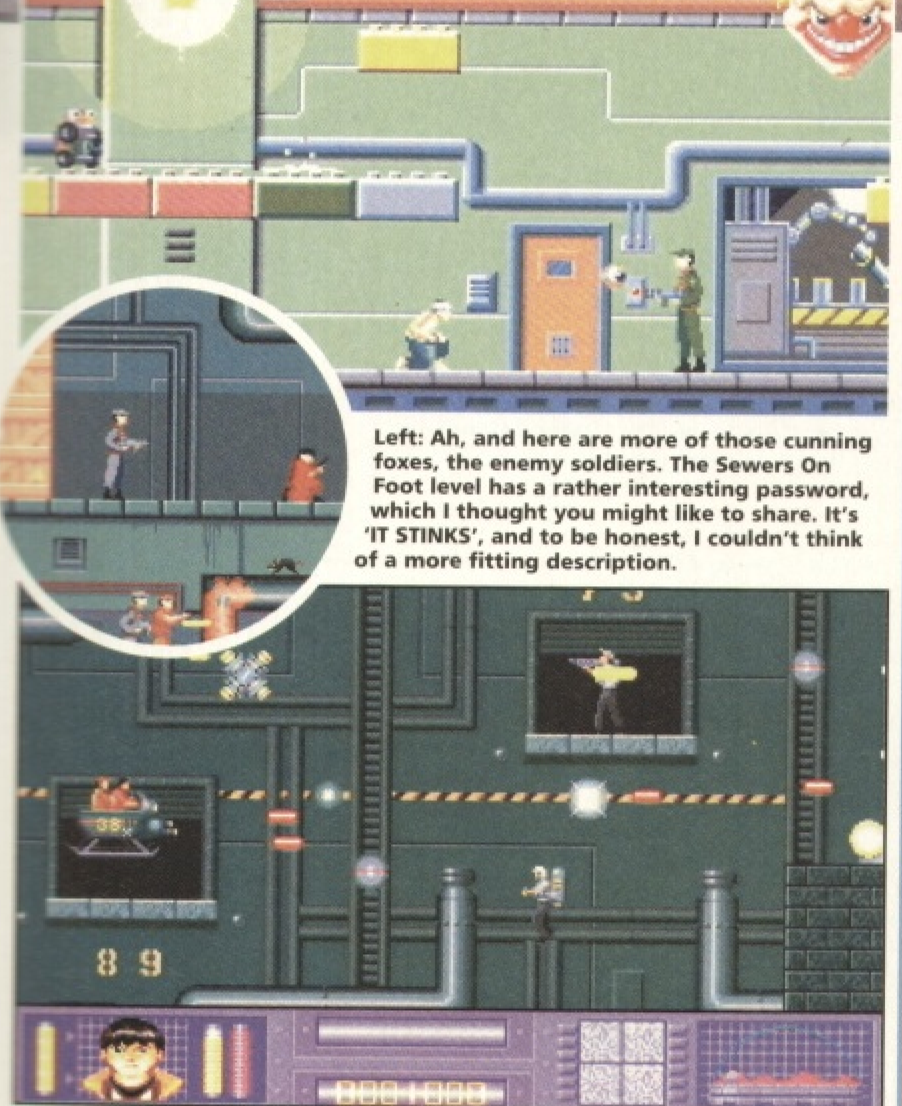


The first level, Street Racing, was obviously the first one we saw, and quickly became the laughing stock of the office. Steer Kaneda, on the bike, to collect cones and handy fuel cans, and avoid obstacles. Also avoid this odd-looking man who, despite looking rather frail and hostage-like, spontaneously combusts on contact.



It's also advisable to keep an eye out for patches of 'devastated road', which is apparently a technical term for a bloody great big hole in the ground. Miss the ramp, or fail to get up to speed, and you don't so much fall down the hole as crash into it. The collision detection isn't what it could be, poor love.

Tetsuo makes his game entrance in the Military Hospital, an interesting parody on the slightly darker, certainly doomier Hospital from the film. At least, I hope it's meant to be a parody. The 'interesting' bit is because the enemy soldiers don't seem to have any moveable joints — they can only fire horizontally. So if you crouch, you're completely safe. Arse.



Left: Ah, and here are more of those cunning foxes, the enemy soldiers. The Sewers On Foot level has a rather interesting password, which I thought you might like to share. It's 'IT STINKS', and to be honest, I couldn't think of a more fitting description.

The couple of levels involving a vehicle, loosely-termed a 'flying bike' (although it looks more like a bodged-up kiddies' sled), are just like the ancient arcade game *Scramble*. Except that was fun, for a while. No, the laser-firing and bomb-dropping 'action' is just dull, dull, dull. And then you die.

The *Akira* film is stunning. Whether you actually enjoy the story or not, the atmosphere, the incredible artwork and the great soundtrack (not to mention the constant screaming of 'Kanedaaaaa!') are pretty compelling. However, if you've seen it, you'll recognise that compared to the powerful scenes in which Tetsuo morphs into a whopping earth-sized ball of muscle and flesh, this messy turd-looking thing lobbing eyeballs is something of a tragedy. How embarrassing, for all concerned.



And here we bring together the devastation with a motorcyclist throwing dynamite, and a copper whose attention to duty is so great he even assumes an attacking position after he's been run over. We revelled over this the first time we played it. 'Cack,' we thought; 'This sort of thing went out with the Spectrum.' However, once we moved on to the other levels, the Street suddenly seemed the best thing ever. But, of course, it wasn't.

THE VERDICT

I really don't know what to say. After last month's News stunt, in which we revealed ICE's fax asking us not to print a review of **Akira** unless we gave it over 80 percent, I'm sure that we haven't exactly made any new friends in its Stroud HQ. However, no amount of written diarrhoea ("we are totally convinced of its quality, graphic style and game play") could possibly have prepared us for the unprecedented, ring-stinging, evil stain from Satan's own hot pants, that is **Akira**. We've seen the appalling **Last Action Hero**, the travesty that was **Prey: An Alien Encounter**, and the trouser-moisteningly poor **International Rugby Challenge** (where both human players had to use the same joystick!). But compared to **Akira**, they are just the sweetest smelling undies the Amiga Fairy ever wore. ICE has managed to convert a visually stunning, atmospheric film, with a huge, world-wide cult following, into a pastel-coloured Arseington Town of a platformer. It deserves credit, yes, for attempting to mix in some **Scramble** sections — but because they are just as cack, if not, er, cackier, than the platformy bits, any words of praise would turn to turds in my mouth. Even the intro and cut sequences, real-time digitised directly from the feature film, are poorly done: whoever recreated these painfully pale images obviously doesn't know the meaning of the word Contrast. The worst thing, though, is not that **Akira** looks cheap and nasty, but that it is unbelievably shoddy too: surely anybody with a copy of **AMOS** and half an eye for gameplay could come up with something better than this. **Akira** is a perfect example of the type of 'game' which I thought had become extinct on the Amiga: the cash-in. All I can do is to try and prevent you from buying it. So, despite the fact that it has already been released, here's my contribution to what should rightly become an effective hate campaign in all the Amiga press. Uncle Andy says: 'Please don't buy **Akira**'.

CD32

Publisher: ICE
Developer: In-house

£29.99 Out Now

Not Hard Disk Installable

Joystick/joypad

Memory 2Mb | Disks 1(CD)

GRAPHICS	10%
SOUND	6%
PLAYABILITY	2%
LASTABILITY	16%
OVERALL	6%

A5/600
A1200

£24.99 is the price you'd pay for a floppy version, if you wanted one. But you probably won't, unless it's distinctly different from the CD32 one. Which it probably isn't. Doh!



Now hang on just a minute. Matt Broughton may not me Marvo the Amazing Memory Man, but there's something fishy going on here. Peel back the spangly new wrapping, and I do believe Audiogenic is trying to sell him the same game twice. Rugby? Football? It doesn't seem to make any difference. Hmm...

SUPER LEAGUE MANAGER

If there's one thing I hate, it's having to find new and interesting things to say about football management games. The most enthusiastic I've ever been about such a game was when *On The Ball* arrived from Daze, simply because there was actually quite a lot to tell that hadn't been seen before.

Super League Manager is, however, much the same as the average footy management sim, with four fictional leagues to compete in (with you, obviously, starting at the bottom of the bottom).

Taking up the prestigious position as manager of Folkford, your duties include watching over your team's training schedules (on both a team and individual scale), and keeping an eye on the transfer market. You must also scan the local newspapers to keep abreast of the latest gossip, and (this is the biggy) water your office plants (well, if you can't keep an azalea, what chance does your team stand!)

The accompanying literature states that *Super League Manager* is "the first role-playing soccer management game," and rather than playing against the computer, you're actually competing against 31 other managers, some good, some bad. Unfortunately, no matter how good you are as a manager, you're ultimately relying upon your teams' skills and player personalities. All you can do is get together a good squad, train them efficiently, pick the best side on the day, and persuade them to give their all.

As the days roll by, your main contact with the outside world comes via the office phone, so don't be surprised if the chairman calls to moan about poor performances, the trainer wants to organise schedules, and even individual players hassle to be put in the side or push for more money. Also, each day your secretary will pass a certain amount of post through to you, and by checking your in-tray, you can choose to deal with fans' requests for things such as signed photos, read fans' suggestions for your team (a nice little hint system for beginners) and even deal with hate mail!

Right: This is your main control area — the office desk. Looking 'oh-so-familiar' to anyone who's played Rugby League Coach, this allows you access (via an enormous, nay Monty Pythonesque arm) to everything you could possibly need, including your phone, training schedules, fixtures, the newspapers, the transfer market, and a nice hot cup of coffee. There's even a pot plant to be watered (or not, if you prefer a pile of dust on your desk).

One way to build up your reputation as a manager, not to mention improving general morale, is to take the time to deal with fans' letters on a personal basis. More often than not they're simple requests for signed photographs or personal meetings with the players, but every now and then the odd hostile letter will slip past your usually excellent secretary. Fortunately, having worked on *The One* for two years, I'm used to hate mail!

One of the perhaps more tedious duties of a manager is sorting out the training schedule. Though there is always a default diary set up for you by your trainer, if you want the best results you will have to be more specific. There's no point having a wicked goal scorer up front if none of your midfielders have the ball control and crossing ability to feed them. Unfortunately, I'm afraid there's no substitute for a well-organised training plan. (Groan!)



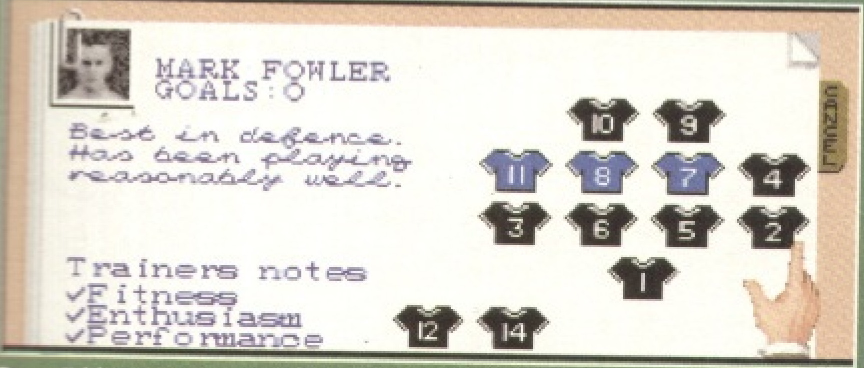


Out of the many Saturday matches, the computer selects one as the 'Match of the Day' offering you the option to watch the game in full or, if it's your game, actually take control of your team. This is a basic arcade game based upon Audiogenic's *Wembley International Soccer*, and though watching it is actually quite a nice diversion (if you don't mind doing nothing for five minutes) playing it only spoils things. There's also a slight bug here, because if you control your team and, like myself, are losing four goals to nil after three minutes, by escaping, the game starts over, with the computer making the usual calculations. Hmm, les hatch de la escape peut-être?

HI FRANK!
I UNDERSTAND YOU ARE SELLING TIM CHARLTON.
I'M PREPARED TO PAY £120000 FOR HIM.



In the same way that you can approach rival teams and make offers for their players, any of the 31 computer managers can contact you and put forward bids for your players. Though this isn't exactly the best way to build up a solid team, it is the only other way to make money within the game (apart from gate receipts). You can refuse and hope for a better offer, but only if you can survive the possibility that they may just lose interest altogether.



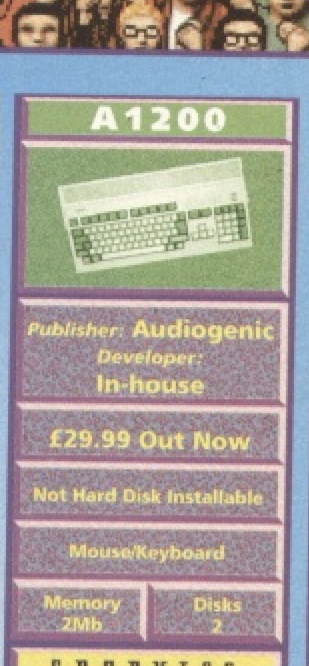
Every Friday your trainer will replace the usual team ledger with a folder containing details on all the possible team members for the Saturday match. It's down to you to flick through their reports and place them as best you can, taking into account their previous performances as well as the trainer's comments in the bottom left. You have to vary your selection from match to match unless you want frustrated players demanding more attention.



Every Sunday, after the weekend matches, the 'Gazette Sport' comes out, complete with results, league tables, and even specific match reports. These are easily one of the most impressive parts of the game, with very individual, yet believable coverage of all the matches. The paper can also be used to look out for new jobs, while the 'Emlyn Hughes column' gives hints and gossip as to who is likely to be appearing on the transfer market.

THE VERDICT

Hmm... Well I'm sorry, but **Super League Manager** is in for a fair slap simply because, as far as I'm concerned, I reviewed this bit of software back in November when Audiogenic sent in **Rugby League Coach**. Apart from having a slight change in angle, the 'desk scene' is almost identical. There's the same slurp when you drink your tea, and the same weird voice on the phone. When dealing with fans' requests, we're talking about one hundred percent duplication from **RLC**, and apart from the interesting option to watch and sometimes play the 'Match of the Day', the game really offers nothing new other than the fact it's football and not rugby. As I always like to point out with any sports management game, the more you put into it, the more you'll get out of it. And though my enthusiasm started to weaken after about three hours, if you can be bothered to get to know the individual players and their various quirks intimately, you'll stand a much better chance of getting their training programmes spot on, and therefore more out of their play. Apart from the lack of progression from the previous product (which, I admit, probably won't be too important to you if you haven't seen **RLC**) **Super League Manager** also suffers from a lack of involvement when it comes to the matches themselves. Whereas most modern management games have found ways to make these interesting (e.g. **Premier Manager 2** & **3**, and **On The Ball**) **SLM** just plods along, offering you the odd static screen. A couple of years ago, this would have passed as an good management simulation, but following such acts as the aforementioned **PM** and **OTB**, I think you need a little more than this to make an impression these days. **SLM** is kind of quirky, and often interesting, but doesn't really offer enough to warrant a recommendation, especially as there are so many other excellent footy management games around. As I've already said about eight times.



GRAPHICS 69%

SOUND 49%

PLAYABILITY 65%

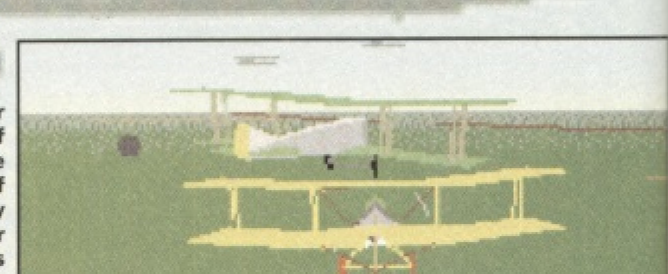
LASTABILITY 60%

OVERALL 52%

A5/600

CD32

The CD32 version will be released at around the same time as the A1200 version. The A500/600 version has been designed to link up with Audiogenic's *Emlyn Hughes International Soccer* which is available free with a registration card from the packaging. A nice gesture, Mr Audiogenic!



I'll not deny that for me, the chief joy of *Dawn Patrol* was the chance to 'fly' stuff like this scrummy DH2 (right) or (above) the gorgeous Sopwith Triplane (sigh).

DAWN PAT

Harry Attrill was aching for this game. Mind you, at first he hated it. Then he merely despised it, but now to our complete indifference he rather loves it in an old and leathery helmeted kind of way.

Dither, toy, fiddle and faff. That's what I've done with this review. And when I'd finished not making up my mind about things, I poked it about a bit with an alder twig to see if it would try and sting me, or just sort of scoot-off with a comic buzz of alarm.

The bugger of it is, rather unpindownably, that *Dawn Patrol* is more of the same, only it's 'more differenterer' this time.

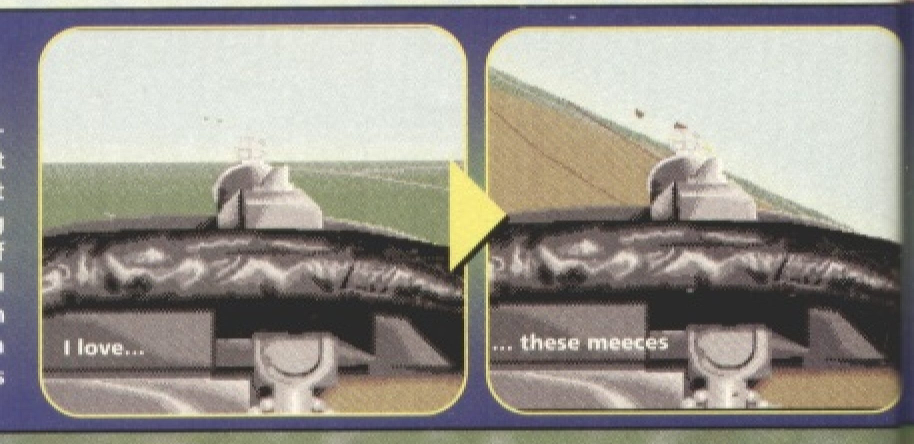
Dawn Patrol uses the same game engine as *Overlord* and *Reach for the Skies*, so playing it is not exactly an all-expenses-paid trip to Novelty Island. The point over which I have been experiencing a damn sight more than my usual fair share of 'moot' is — does *Dawn Patrol*'s familiarity breed contempt or content? And you can call me Darren, but I'm buffed if I know which it is. So, dear reader, you may pluck the golden apple of reason from either of these two sun-dappled boughs. 1). This is Rowan's best ever flight sim. It's got more missions, more planes and is more accessible than Noddy's own dear, little red hat. Or, 2). That makes three times Rowan has released the same game. The interactive book is new idea, but the rest of it isn't.



The missions are like little games of destiny which you can alter or fulfil. You can also write your own by enacting a fictional career and pasting extracts into the back of the 'book'. The book has over 150 pages with a summary, period photos, potted biographies of the aces and aircraft specifications. The combat reports are a bit terse and quickly become repetitious. Shame.

PIXEL & DIXEL

The business of air combat in *Dawn Patrol* is almost indistinguishable from *RFTS* and *Overlord*, but you can stuff me in a Sidcot suit and call me 'bunny' if our chums from the Mountain Ash haven't made finding the enemy a bit easier. The business of landing and taking off has gone for no good reason, unless it's 'cos landing and taking off killed lots of pilots, because these 'crazy kites' needed careful handling and the training was, well, crap. Be that as it may, pixel chasing is as much fun as it's ever been, as you will notice from the exciting sequence (right) in which I am wiping my powerfully teutonic bottom on some Quirks because they are such lovely soft targets.



I love... ... these meeces





I'm afraid I noticed rather a lot of errors in *Dawn Patrol*. For example, the bloke in the red triplane is supposed to be Werner Voss. Ah, but Voss didn't fly a red tripe, but a rather famous silver-blue one. Mind you *all* the Fokker triplanes in *DP* are red. Why please?

Aircraft of the Era Nieuport Scout

THE MISSION

I enjoyed shooting down that SE5 down in flames (*circle*). But then *all* combat ends in flames. In fact, accidents due to 'inherent weakness' (as with this Nieuport) also feature you plummeting earthwards in flames!

Ball discovered the inherent weakness of his aircraft's wing structure and paid the price.

ROL

THE POO MAX

Visually, one expects the Amiga game to play the 'rather crap at painting' LS Lowry to the PC's 'always top in drawing' Leonardo, but bugger all insignia? And not so much as a brown blob for the pilot? You can get away with missing out the bod with enclosed cockpit aircraft like Spitfires etc, but your open cockpit needs a brown blob, however amorphous, if your kite is not to look like some sort of ghost-plane from the planet Kiel Kraft. The sound in *Dawn Patrol* is adequate, though the engine noises are once again completely mob. Early aircraft do not sound like Ford Escorts, they sound like chain-saws and whoopie cushions. And what about the 'wind in the wires'? These planes were rigged with piano-wire! The explosions etc. are hauntingly familiar, as are the in game tunes, though why Rowan insists on ignoring period music not to mention the mildly amusing flying-songs of the day is beyond me. Given these gripes I have to say that I enjoyed *Dawn Patrol*, hugely, but then I once took a Pfalz DIII to bed with me and so am probably not to be trusted.

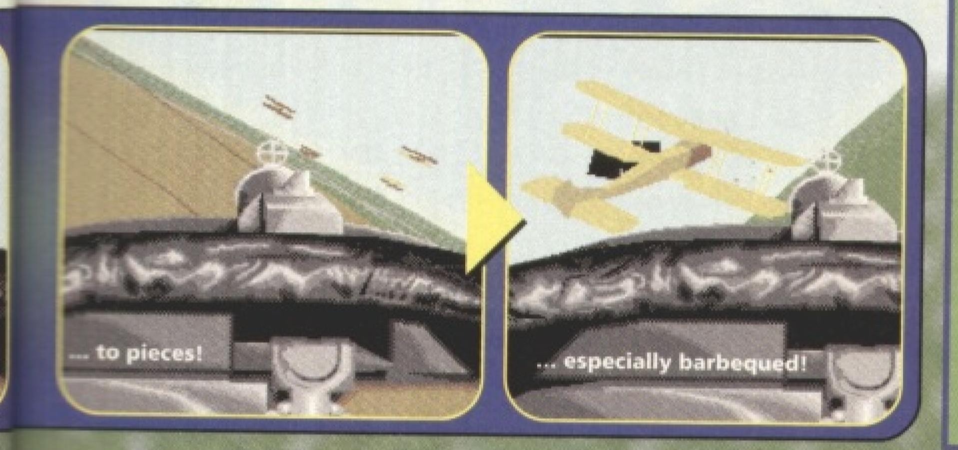
REAL WW1 FLYING SONG

Take the cylinder out of my kidneys,
The connecting-rod out of my brain,
From the small of my back take the camshaft,
And assemble the engine again.

SUGGESTED ROWAN VARIANT

Take the pisiform out of the punters,
Pretend that we've got a new game,
With Albatros, Camel and tripehound,
We'll sell them the engine again.*

*Same tune as 'My Bonny lies over the Ocean'.



... to pieces!

... especially barbequed!

THE VERDICT

Those of you who enjoyed wrapping your furry gauntlets around the sensitive spade-grips of previous Rowan flight sims will probably take to **Dawn Patrol** like blackbirds to a pie. Flightless birds will doubtless be of the opinion that here is another keffing hunt-the-pixel affair in the tradition of **Reach for the Blinds** and **Overbored. Dawn Patrol**? Yawn Patrol more like! Well my fellow fireside phalaropes, which side of the argument do I plump meself down, er... on. I did attempt to hold two contrary opinions at the same time, like a singularly soft and helpful bag. But, 'Balls!' you would have said, 'come on, Hazza, tell us what you really think!' OK then I will. Well, I like the fact that there are 13 different aeroplanes to fly and well over 100 missions. The game is easy to handle and the control system is a doddle to get round your noddle, though proficiency, of course, only comes with practice. The clever and really new thing about **DP** is the squashable screen which sort of sucks itself in and out, so that the game never slows down, even when the scrapping gets a bit hectic. A nice idea and one which you quickly get used to. An attempt has been made to distract you from the fact that **Dawn Patrol** is a very, very derivative game by inserting 'pages' of information between the action, the so called 'interactive book'. Interesting though this history lesson may be, **Dawn Patrol** flies or falls by its playability, and the book, though certainly a different way of fumbling your way around a game, is, essentially, a disposable piece of presentational frippery and it must be owned, a repetitive and occasionally inaccurate one as well. Still, the fact is that Rowan's engine is a good one, and on balance, and after much split-arseing about with my conscience, I reckon **Dawn Patrol** is Rowan's best yet, especially if you don't own either of the earlier games. Or if you like flight sims. Like I do.

A1200

Publisher: Empire
Developer: Rowan

£34.99 Out Now

Hard Disk Installable

Joystick/keyboard/mouse

Memory 1Mb | Disks 3

GRAPHICS	75%
SOUND	50%
PLAYABILITY	85%
LASTABILITY	80%
OVERALL	81%

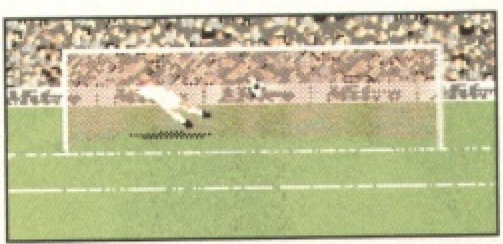
CD32 **A500** As you would expect *Dawn Patrol* is slightly chewier and flollopy on the A500 but not by much. I haven't mentioned the sumptuously detailed manual and free book on the Red Baron yet have I? No? Nicest package ever?

SOCCER SUPER STARS

Recently Flair leaped back into the Amiga industry with a bang and a Whizz; but anybody hoping that the positive trend would continue will be disappointed, as Andy Nuttall discovers.

There's nothing more disappointing in the games industry than a publisher which begins a run of good games, only to release a stinker to stem its budding reputation in, er, early bloom. (Nicely mixed metaphor mate, but not as good as Matt's absolute brahama in 'PD Zone' — Haz.) Flair's latest games include *1869*, *Whale's Voyage*, and the recent *Whizz*, and after many early efforts which received unanimous panning by the magazine reviewers it seemed to be moving onwards and upwards towards great game-dom.

However, the sad fact is that its latest release, *Soccer Super Stars*, is the worst football game I've ever played. Sad, hunched players slouch around the pitch, totally apathetic to your joystick wrenching; uninterested supporters gently crackle in the background... I just can't tell you how poor this is. The PC/Amiga manual makes incorrect references to the Amiga game, so when you try to apply some of the team-creating tactics only to discover they're PC-only it's damned frustrating. Even something as simple as colour-coded players, which would show what position they play, isn't there in the Amiga game. Each player's name is written in gold, so there's no immediate way of telling which player is the goalie, which is the defender etc.



Penalty taking is by far the most enjoyable aspect of playing SSS, if only because you have reasonable control over both the kicker and the goalkeeper. It's a guessing game, naturally, but the eight-or-so possible kicks and saves make for quite an exciting time. Compared to the rest of the game, of course.

If we were to really dredge the bottom of *SSS*'s revolting canal, though, we would come up with at least something positive in the scoop-thingy. It has a system of bars which display the stamina, speed, shooting and tackling ability of the selected player. So the way, say, to check if a player's a goalie is to look which one has no tackling or shooting capability. Immediate? No, but it is a facility which *SWOS*, for instance, is fair crying out for.

Sadly, in every other way, *SSS* is one pie short of a pie. The lack of options, and the entirely unsuitable title music — seemingly borrowed from early Martin 'Comic Bakery' Galway soundtracks — compound the misery I feel having reviewed it, and the utter shame and despondency which will be yours if you actually part with hard-earned cash for this piece of rotting orange-peel. And now, the Verdict. Erm...



Sorry to keep harping on about the hunchbacked players, but they honestly had me rubbing my eyes in disbelief. To be fair, they look less like the Notre Dame deviant, and more like advocates of the hunched stance made trendy by ageing pop combo Shakin' Stevens. Don't know why.



The goalkeepers are automatic except in penalty situations, but they're severely limited in their movement. Apart from automatically kicking the ball out for a goal-kick, the only other move in the very un-extensive repertoire is to dive out and parry the ball away. The graphic representing this is not only unrealistic, but also looks rather uncomfortable in a contortive way. Awful.

THE VERDICT

The last thing I want to do is to give the Flair people a kick in the teeth just as they looked to be extending their run of good form, but **Soccer Super Stars** does absolutely nothing for either the Amiga or the punters who buy it. The talent, nay, flair which Flair apparently holds at its disposal must have been off sick when this crap was made, because everything about it is not so much sub-standard as downright offensive. The players look even more slovenly and unathletic than Chris Waddle; the effects do sound like a crowd, but a crowd of mutes shaking large tins of dried peas while simultaneously hawking onto the terraces; and the game, well, to compare it to Sunday-league football would be an insult to Sunday-leaguers. Spare players, hanging around the 90 percent of the pitch which doesn't contain the ball, don't move; applying the rule of staying in position a little too literally by appearing rooted to the spot until the ball approaches. To recap, then, **Soccer Super Stars** is a game which has poor graphics, poor sound, and poor gameplay. It does, however, have rather nice box artwork, sporting a number of excellent players (Jurgen Klinsmann, Carlos Valderrama, Dennis Bergkamp and Roberto Baggio, amongst others) surrounding a Mitre football. This implies a game so excellent the sponsors are queueing to throw money at Flair — until, however, you read the small print which says 'The game is not endorsed by any individual or entity...'. It seems the big boys are keeping well clear. I suggest you do likewise.

A500/600

Publisher: Flair
Developer: In-house

£29.99 Out Now

Not Hard Disk Installable

Joystick

Memory 1Mb | Disks 2

GRAPHICS 35%

SOUND 22%

PLAYABILITY 12%

LASTABILITY 20%

OVERALL 21%

A1200 **CD32**

Soccer Super Stars will also be available in A1200 and CD32-specific versions, also priced at £29.99. I just hope to god they're better than this.





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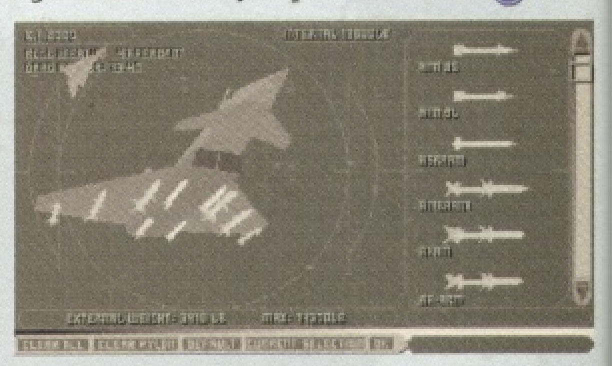
Apparently, ever since a brief encounter with an RAF Tornado, Andy Nuttall has had a yen to ride something faster than Gwenan ap Baa. He also knows that low-flying is only permitted over North Wales because nobody in their right mind lives there.

This here's your UN Commander, or "Squinty" as he's affectionately known. He's here to guide you through your training at USAF Miramar, also known as "Top Gun".

The year is 1999. As peace negotiations break down and global war looks an increasing possibility, The United Nations peace-keeping forces are called upon to prevent the unthinkable. The problem is, the UN is fed up of rumbling into contested territory in its shiny white APCs only to have them blown to bits by drug barons and rebels with superior fire-power and numbers. The answer? Sinking all its budget into the TFX (Tactical Fighter eXperiment) programme, the UN purchases a small quantity of state-of-the-art fighter/bomber aircraft and takes to the skies. Now they're ready to bring peace and goodwill to all men — napalm styley. The only problem with this strategy lies in the fact that these planes are mucho-expensivo leaving the UN with chronic staff shortages. A fact I deduced by counting the number of empty offices in *TFX*'s intro sequence. To this end they've called upon the public spirit, thumbed through the phonebook, and selected YOU to lead the fight for peace (gosh, golly, and gulp!).

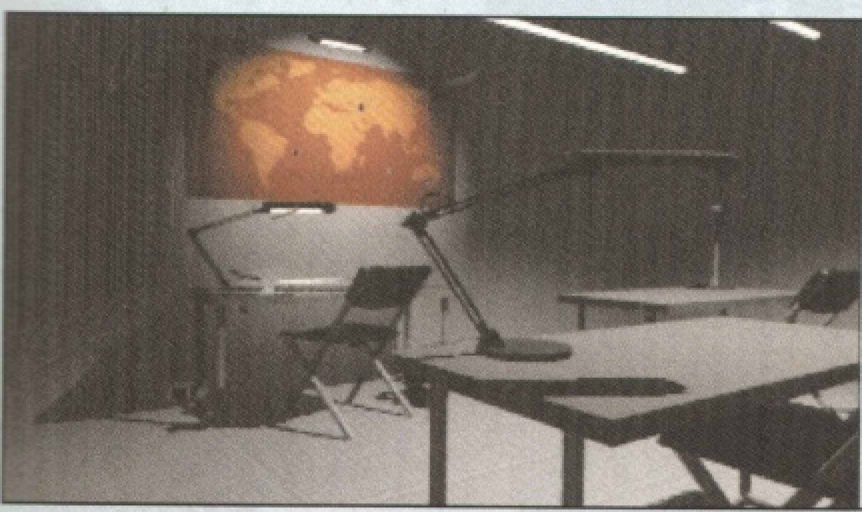
TFX is a flight 'n' fight simulation based around two cutting-edge fighter aircraft. There's the EuroFighter 2000 and the Lockheed F-22 SuperStar, plus an old favourite, the F-117A Stealth Fighter. Looking to out-do everything that has gone before, Digital Image Design has packed *TFX*'s seven disks with features never before seen on Amiga flight sims.

Boasting an accurate, military spec simulation as well as Gouraud shading, texture mapping and topical "Flash Points" scenarios based on recent world events, the game also has the more usual training modes and campaign missions. Arming and briefing screens are available to ensure you don't get into the air ill-equipped and wondering exactly what your mission objective was, and just in case you're really hopeless, you can re-fuel at a friendly flying tanker and land at an air-strip to re-arm as well. As an added bonus to what the manual calls a "peace simulation", DID has been thoughtful enough to include the AGM 109 cruise missile as an arming option, so if you're late for an important appointment, you can take off, launch from a range of about 300km and nip back to base with time to spare. Just about every feature of the enormous PC version has been squashed into the Amiga, with the only big difference being the lack of the UN Commander mode which enabled the player to design and fly their own missions.



On the arming screen you get to load your aircraft up with lots of highly dangerous killing tackle. If you get bored, you can always click on the plane and spin it about in 3D.



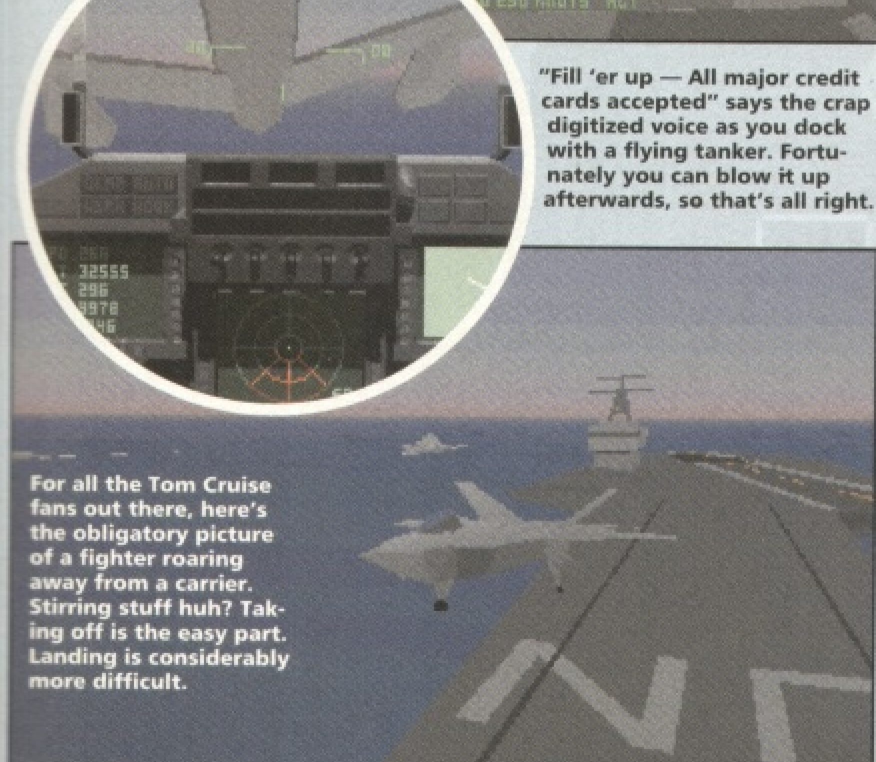


One of the several stills of empty offices shown during the course of the game. Are these based on DID's offices? If so, it could go someway to explain why *TFX* has taken over two years to finally hit the Amiga.

Left: Here's a little "spot the difference" for you. Here we have *TFX* as it looks on a breathtakingly expensive Amiga 4000 with the graphic detail, texture mapping etc. all turned on...



Right: ...and here we see *TFX* as all you A1200 owners will be playing it, in all probability. Actually the "Virtual Cockpit" you see here is pretty useless, so it's really not a great loss.



"Fill 'er up — All major credit cards accepted" says the crap digitized voice as you dock with a flying tanker. Fortunately you can blow it up afterwards, so that's all right.

For all the Tom Cruise fans out there, here's the obligatory picture of a fighter roaring away from a carrier. Stirring stuff huh? Taking off is the easy part. Landing is considerably more difficult.

THE VERDICT

A1200

Publisher: Ocean
Developer: DID

£TBA Out Now

Hard Disk Installable

Joystick/mouse/keyboard

Memory 2Mb+ | Disks 7

GRAPHICS 94%

SOUND 20%

PLAYABILITY 42%

LASTABILITY 53%

OVERALL 67%

TFX looks like the high-octane mother of all flight sims. Probe a little deeper, however, and you'll find the fuel supply on this one is exhausted long before it reaches the end of the runway. The most immediate problem, unless you've got a hard drive, is the lengthy disk loading time. Ocean actually recommends that you play it from a hard drive, though, so it would be unfair to slag it off for that. All seems great as you tap in your callsign, go into training, equip your plane and wait expectantly for take-off. But, as you kick in the engines and the plane begins to rumble along the runway, you find yourself pondering the physics of an aircraft weighing some 14,000kg taking off at an apparent velocity of 10mph! Despite being AGA-only, **TFX** suffers a sloth-like lack of speed. Sure, you can change the detail to reduce the horizon colours, simplify objects and change the visibility to something suicidal, but you're still flying a Sopwith rather than a Stealth. Controls are another problem. At the default arcade setting, **TFX** lets you fly with the mouse which, given the slow update, is the most responsive way to play. Select a more complex level though, say "simple", and you're forced to use either joystick or keyboard, both of which are completely arse. The sound also disappoints, and with the garbled radio messages and a pathetic farting for the mighty chain guns, **TFX** begins to feel a bit shaky. The problems do not end there. Having plodded through the training missions and tackled a campaign, it begins to dawn on you that **TFX** isn't offering much that's new — you've played these missions before in **F-15 Strike Eagle 2, Combat Air Patrol, F-117A** etc. True, it attempts an exciting cinematic style, but without a fast 3D engine, the show is dull. In its defence, **TFX** boasts some very nice graphic tricks such as a convincing cloud layer and groovy storm effects, but regrettably they fail to lift this sim from the ranks of the 'also flews'.

CD32
A5/600

No chance matey. *TFX* is just too big, I'm afraid. So, er... what else shall we talk about. I know, how about the weather? That's always good as a conversational gambit isn't it? Right, so what sort of weather are you having? Really...

HOWZAT
NOS
GRANDSLAM No1

INTERNATIONAL TEST SERIES CRICKET

Phew crikey! Cricket certainly is jolly exciting to watch. No, really. In fact, pass me the sedatives, for I do believe mummy's going to collapse in a heap of interest any minute now. Matt Broughton has an extremely open mind. Not.

Though immensely popular in real life, cricket isn't exactly a sport that begs to be turned into a computer game. Up until now, Audiogenic has been the only company to offer anything particularly worthy on the Amiga, and even they seem to have resorted to simply releasing the same product every couple of months under a different *nom de voyage*.

Well, Grandslam is hoping to change all that with an Australian product going by the rather 'groundbreaking' name of *International Test Series Cricket*. Around the office this has been abbreviated to *ITS Cricket,* with hilarious consequences...

"Morning Matt." chirped the ever-ginger Andy, "What's that you're playing, then?"

"*ITS Cricket*." replied the stallion known to you all as Mr. Broughton

"Yes I know it's cricket, but WHAT IS IT CALLED?"

"No, *ITS Cricket*."

"Look don't get funny with me, beard-face!"

"Don't raise your voice at me you Welsh chock! *ITS CRICKET*!"

"Right that's it fuzzy chops. COP THIS!" Ooghya! Anyway, suffice it to say, if this was *The Beano*, there'd be a huge spinning cloud of dust at this point, with arms and legs occasionally popping in and out accompanied by thwacks and flashes. Er, anyway... Cricket. Yeah.

I'm probably in about as good a position to comment on cricket games right now as I'll ever be having only just finished with Audiogenic's *Battle for the Ashes* and a big 'well done' certainly goes to the developers, who've actually managed to create a new control system for a cricket game (which is quite something in itself). When it comes to bowling, you have a number of approaches to choose from, all of which are affected by the type of bowler currently active (i.e. you'll get more options with a leg-spinner than a fast bowler). Whoever's bowling uses the mouse to first make these selections and then control the run up, while a quick click at the right moment sends the ball on its way.

A targeting box allows the bowler a few seconds to zero in, and then it's over to the batsman who uses the joystick to select and execute one of twelve strokes. Oh, Mr Benaud, it's all just too much! This way for the Verdict, if you please.

Hello! What an attractive bunch we seem to have found here. Yes, Sri Lanka, a team renowned for its Chippendale-like members, has once again done us proud and put forward some of the finest digitised beauties ever. From here you can check out the overall match position as well as select a bowler for the next over. This particular hunk is a leg spinner (great dancer though), so let's bung him in and just keep launching the ball at the wickets to annoy Andy. Incidentally, isn't that the elephant man at the crease?

Sri Lanka

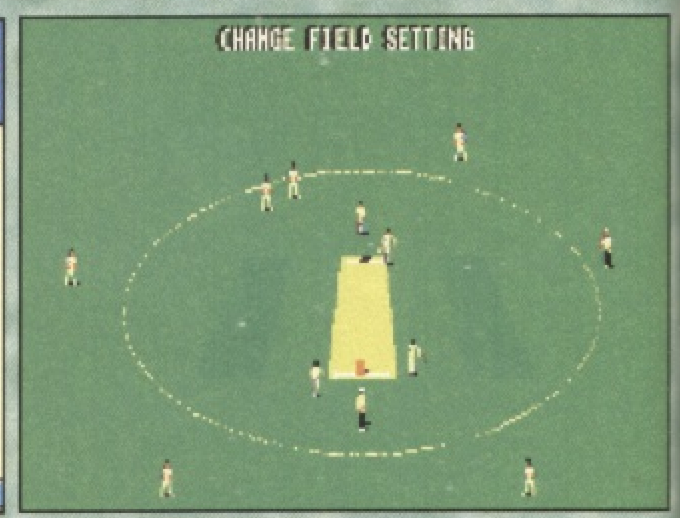
2nd innings	Ovr	Mdn	Runs	Wkt	Nb	Wds
A.GURUSINHA	3	0	30	3	1	0
A.DE SILVA	1	0	10	0	0	0
K.WIJEGUNAWARDENA	1	0	25	0	1	1
A.DE SILVA	2	0	14	0	0	0
R.MADURASINGHE	1	0	8	0	1	0
R.RATNAYAKE	2	0	16	1	0	0
C.RAMANAYAKE	1	0	8	1	0	0

FALL OF WICKETS

4 7 40 40 65
89

CURRENT BOWLER : STATS : OVERS : 11

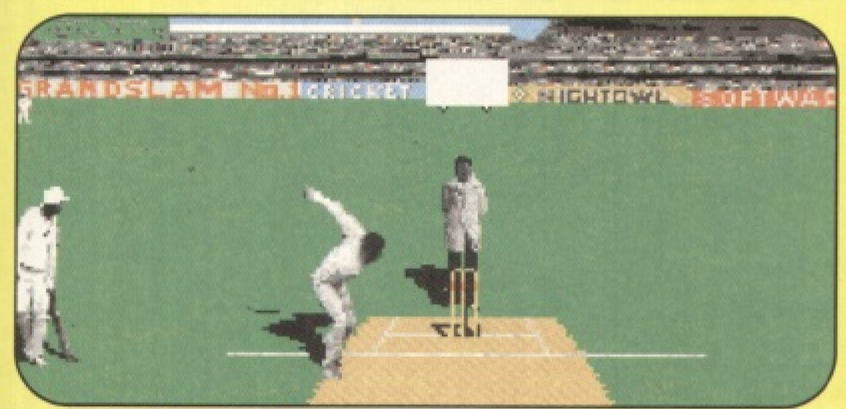
Ahoy! Statistics to the starboard bow cap'n. Yes, just like in real stick 'n' ball, you can check out the scoreboard at any point and get thoroughly confused by lots of numbers that appear to have been arranged quite randomly all over the place. Harry took a few hours out to explain all this to me, but, rather unfortunately, I was asleep throughout the entire conversation and have subsequently forgotten everything. Still, nice picture eh?



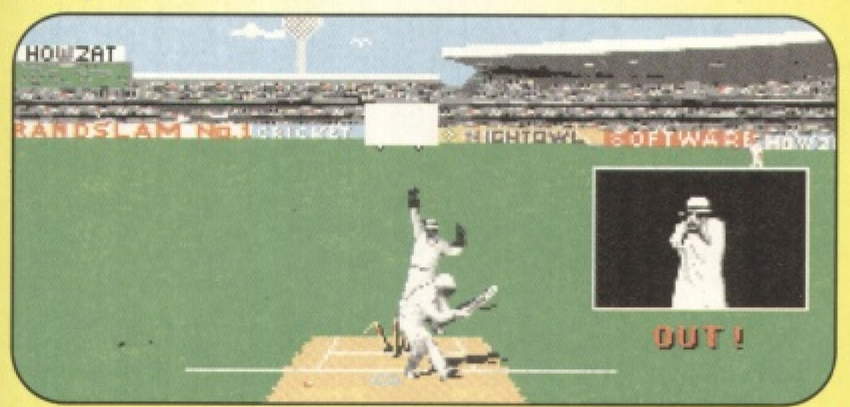
After playing a couple of two-player games it becomes apparent that people favour the easier shots, so you might want to alter your field position to cover the more popular areas. This is easily performed, using a simple screen to shuffle players around the place. You can jump to this screen at any point while bowling. Er... thanks.



THEY THINK IT'S ALL OVER!



Bowling is a fairly simple affair, and you'd have to be pretty stupid to get it wrong. The first choice to be made is whether to bowl around or over the wicket (affecting the speed), followed by the actual type of bowl. As mentioned in the text, depending upon the type of bowler you chose, slightly different options appear, and here I have a leg bowler, so there're four to choose from. The 'buttons' themselves depict where the shot will go, and then you just have to click the mouse as the bowler automatically runs up to throw...

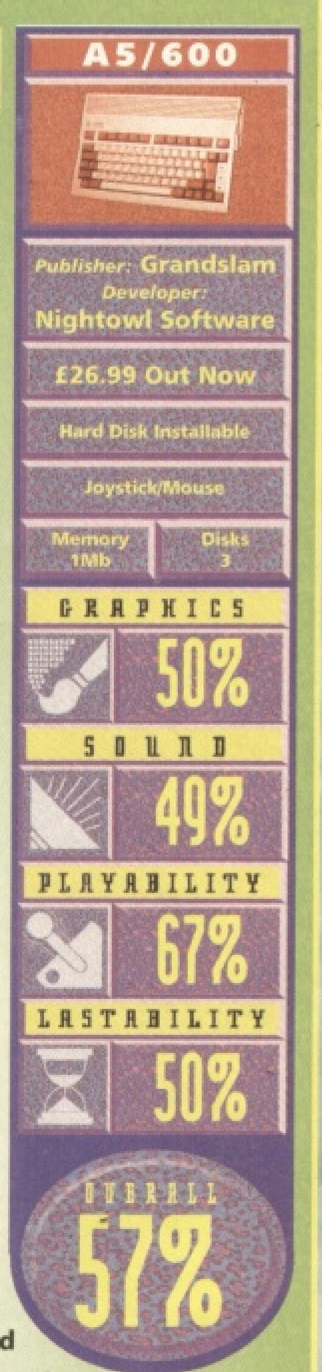


Okay, you managed to get that bit right, so what's next? Well as soon as you've clicked to throw the ball (hopefully avoiding a 'no ball') the screen switches to show the receiving batsman. You now have a couple of seconds to move an aiming cursor to the exact position you want; be that in front of the man for a 'bouncer' or right up by the wicket. After a few seconds the cursor will freeze even if you don't hit the mouse button, so don't take too long thinking about this bit. And, er... that's it.

(*Circle*) Batting is enjoyable and uses a rather inventive little control system to boot. During the few seconds after the ball has left the bowler's hand, the batsman must press the fire button either once, twice, or three times (a lady) to choose which set of strokes he wants to play, and then push in one of four directions to execute.

(*Above*) Fielding isn't easy. As soon as the ball has been hit the screen flicks to this shot, showing the running batsman and your field positions. You need to select a man and then tell him where you want him to go. Once he has picked up the ball you have to aim at the stumps with the cursor and rely on timing and luck. The CPU is unbelievably good at this, and if you try for more than one run at a time, nine out of ten times you'll be stumped. Git!

THE VERDICT



Rather unfortunately, though **ITS Cricket** contains a number of interesting and innovative features, the first thing that hits you is how appalling it looks and how poor the sound is. A damning opening sentence I know, but one that can't be avoided I'm afraid. I've never been a great fan of digitised graphics, even when they're done well — which isn't the case here — and why anyone would want a bowler to be represented by five frames of a badly digitised figure rather than an attractive set of sprites... er, I dunno'. This graphic style makes **ITS Cricket** somewhat unique, but also limits the characters; with even the batsman down to only two or three jumpy animations for each stroke. The sound, though an improvement on the earlier versions we saw, is still fairly nasty; with a never-ending crowd murmur being cut off every now and then to make way for a crackly sampled voice announcing "over" or giving commentary such as "oh, good delivery" etc. Unfortunately (again) the way these clips land is a tad ungraceful — cutting the crowd silent, crashing in, and then zipping off again — and there's no consistency to their volume or quality. Presentation aside, the gameplay is okay, with a better control method than we've seen before — although I tended to just go through the motions of bowling (yawn) until it was time to bat. The difficulty level is high, and while you fumble around in the outfield desperately trying to pick up the ball, the fielding CPU team reacts so quickly that you have to build up your score one run at a time, or risk being run out by an unfeasibly accurate throw. So **ITS** needs to be a two-player game to be much fun, and though Andy and I got bored after a few hours of doing much the same thing over and over (no pun intended), I'm sure the real cricket nuts will find enjoyment here. How many of our readers are cricket nuts? I've no idea, and so this mark is for the general games playing public. Thus...

A1200
CD32

ITS runs on all the Amigas and doesn't seem to suffer from any speed changes. As to a CD32 version... well we don't actually know at this point whether one will be arriving at any stage, but I can't see it happening personally. Which isn't really too much of a bummer.

AMBERM

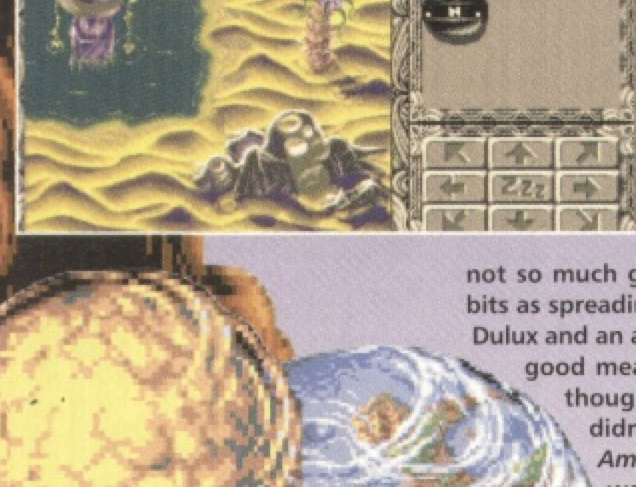
When Simon was ed, there was a running joke about who would be lumbered with reviewing Ambermoon when it eventually arrived. Now that it has , Andy Nuttall, missing the opportunity to pass the buck to Matt, or Haz, finds himself strangely attached to the little bratwurst. Lucky, luck, luck...

Later on in the adventure, you'll come across rather *Eye of the Beholder*-style monsters, instead of the creepy spiders which inhabit the early stages.

This is an example of one of the other worlds you can find later on in *Ambermoon*. Yes, the game's so huge, it wouldn't even fit on one planet!







The circumstances surrounding the delivery of *Ambermoon* to the door of this office would have been downright hilarious, had the whole saga not been dragging on for so long. As it was, it certainly raised a smile amongst the less battle-hardened *One* crew. Amusing was the receiving of the Ambermoon disks, after more than a year's false promises of disks arriving the day later. Even more amusing was the rather large PR bloke for Thalion UK (and he'll probably kick me in for saying this) nervously twittering about the positive bits of his prized game, and not so much glossing over the bad bits as spreading on several coats of Dulux and an all-weather varnish for good measure. Most amusing, though, was that he really didn't need to bother: *Ambermoon* has been worth the wait.

It's an RPG. Rather, it's a huge RPG, bigger than any I've encountered, encompassing a massive range of different worlds and lands. The game is split into two distinctive parts; one isometric (top-down), and the other, a first-person 3D jobbie (like *Legends of Valour*, *Doom* and *Alien Breed 3D*).

The isometric scenes come first, with your character wandering around villages, castles and mansions, *Chaos Engine*-style, talking to people and picking up clues, food and useful objects. And recruiting other characters, of course, because you'll need them when you get to the dungeons, which are accessed from inside the buildings.

Because it was developed so long ago, I expected the 3D engine to be a lot less advanced than it actually is. There's not much in the way of colour, but then it's a dungeon, so there very rarely would be. Texture mapping stretches to the walls, ceiling and floor, and also to decorative and obstacular webs which hang around, needing a good prod with the old blade to step through. It's no *Alien Breed 3D*, but it's light years ahead of *Death Mask* or the now aged *LoV*.

The scene is set, then, for a potentially excellent RPG, with the only major point against it being its age. In a reasonably crowded genre, made even more crowded since *Ambermoon* was finished with the release of *Ishar 3* and *Crystal Dragon*, how will our little yellow friend compete?

GRANDFATHER'S CELLAR
LEGEND
RIDDLEMOUTH
TELEPORTER
DOOR
CHEST
MERCHANT
INN
SPECIAL

Like any RPG worth its Saxa nowadays, *Ambermoon* has its own Automapping facility, which automatically creates a map of your travels as you, er, travel. The little pink blob is you, and the surrounding objects make up Grandfather's cellar — quite a nice little place to be.



Left: Battles are fought in typical RPG fashion, with a number of squares marking the position of your team and the relative enemies. Each turn can be a move, a parry or a strike, but considering I only have a small sword against this Poison Spider, I'm tempted to employ the 'run-away' method. Arrgghh!

Below: Dungeons are accessed from inside buildings, simply by walking into the small recesses. It's dark down there, so make sure you take a few torches with you, or a Grue might get you. Damn, wrong game. Huge spider, I mean. Honestly, softies these days have no imagination, do they?

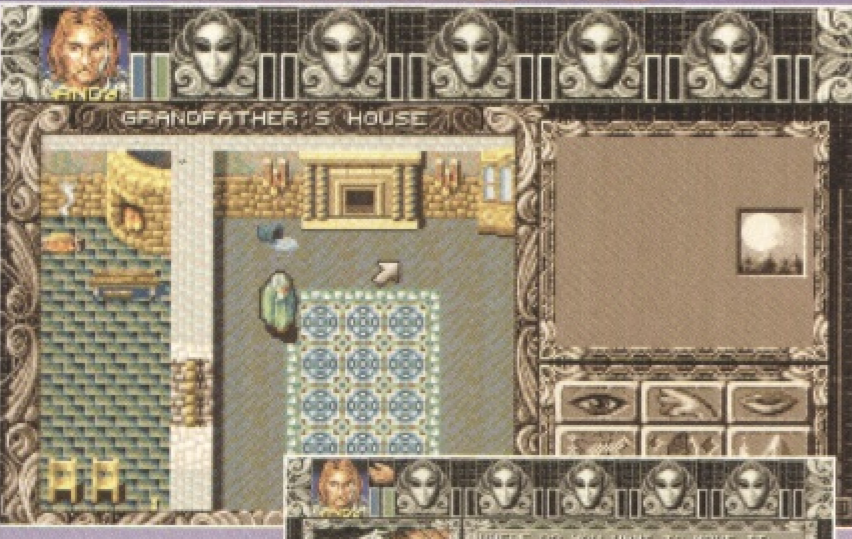


OON





Above: The isometric section, which makes up the majority of the game, has a number of secrets, one of which I can reveal to you here. Search the fireplaces is my tip, because some can hold, er... secrets! No, seriously — vast corridors filled with wealth can be found behind them. If you're very lucky.



Above: Initially naked, although appearing clothed, your party must be kitted out properly before venturing dungeon-wards. Here's a rather smart tunic, some shoes, and tons of healing potions. If you play like I do, you'll use these up pdq.

Circle: The solid 3D sections need a fairly hefty Amiga to play effectively, although you can remove detail for the smaller machines. If you've got an A500, kiss goodbye to the ceiling and floor, although the Addams Family-style wall hangings will remain.



When you amass a decent party of up to six people, going into battle is a slightly more complicated affair. Instead of just wading in swords a-blaze, you need to be a bit more cautious, and actually plan out a battle strategy, positioning various members of your crew at the van and rear positions. Like 'proper' DM, but with knobs on.

THE VERDICT

Strange, that a year after it was completed and even released in Germany, Thalion should choose now for its release of **Ambermoon**. With Commodore's recent run of... well, bad luck, general sales of Amiga games aren't topping the history list; and those for specialised areas, like RPGs and stuff, can't be doing too well either. But **Ambermoon** deserves more, because even almost two years after it was originally touted for release, it's actually rather a nice game. The dungeon-y bits are great; the 3D perspective works well in low detail on smaller machines, and some rather exquisite detail can be switched on if you have something more meaty to hand. The same can't be said, though, for the isometric-3D sections, which scroll laughably as you move your little adventurers around. Great areas of the screen judder past as you struggle to shift about from one room to the other, spoiling what should be an exciting and spooky aspect of **Ambermoon**. Once you get used to the poor scrolling, though, the underlying game appears and reassures you that your money wasn't wasted. The chit-chat with the villagers, and the more important conversations with people in the surrounding area are something that I didn't know was lacking in other RPGs, but I'll be watching out for them in future. A great deal of time has obviously been spent creating a believable plot, and a wealth of information which can be drawn on by talking to the right people. The sound effects add a good atmosphere, especially in the dungeons, and the puzzle-solving is pitched at a good level that's not patronising but not easy either. And when they're not moving, the graphics are excellent — remarkably reminiscent of those in **Flink**. Or unremarkably, when you learn that the same people were involved. Although I was looking forward to 'dissing' it somewhat, I have to concede that **Ambermoon** is — even after all this time — one of the best RPGs around.

A5/600

Publisher: Thalion
Developer: Thalion GmbH

£35.99 Out Now

Hard Disk Installable

Mouse/keyboard

Memory	Disks
1Mb	6

GRAPHICS	80%
SOUND	79%
PLAYABILITY	76%
LASTABILITY	87%
OVERALL	84%

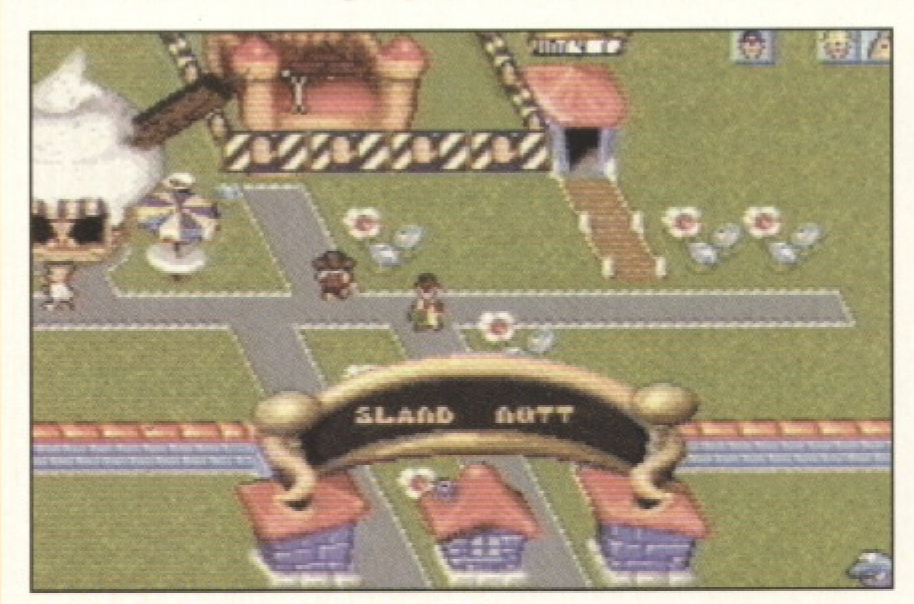
A1200 **CD32**

No, it's pretty unlikely. Given it took over a year to release *Ambermoon* A5/600 after it was released, the chances of us seeing an A1200 or CD32-specific version in David Pleasance's lifetime are pretty damned minimal.



UPDATES..UPDATES...

Gosh! It's just like the Power Rangers! Watch now as the combined powers of Matt Broughton, Andy Nuttall, and work experience lad-ette Michael Traquair meld together to create the mighty... er, Updator from the planet, Update. We lack imagination, see.



THEME PARK

CD32 ● Mindscape ● £25.99

Theme Park A1200 was bugged, apparently. I don't really know, though, because although I reviewed the game, and played it quite extensively afterwards, I never really noticed any. Apart from that time when the little roller-coaster car appeared in the go-karting circuit. Oh, and then there was the time when all the little tobogganists on the water flume disappeared into thin air when they reached some invisible vortex halfway around the track.

There are still, it seems, some bugettes within *Theme Park* CD32, most notably one which causes some of the 'little men' sprites to corrupt. On the A1200 this was acceptable because if it happened, you could simply save your game, quit and reload. With the CD32, 'saving your game' doesn't allow you to save the entire park, though; just how far you've progressed into the game. So you have to leave the machine on until you've sold off your park, and the little quirk which was, say, Alton Towers-sized, is now a rather larger Disneyland Paris-esque problem.

But the real gargantuan, Disneyworld-proportioned snag is that if you want to control *Theme Park* using a mouse, you need a keyboard too. Mmmm, mmmm. Yes, despite what the interesting and, some might say, rather useless Amiga addendum says, you can't enter your name, park name or any other details using a mouse alone. The joypad is... well, just like the joypad with every other game, really. A big, plastic pile of poo. However, Mindscape has made good use of the extra keys to help move the cursor around, and the experience isn't as nasty as it conceivably could have been.

At the end of the holiday, *Theme Park* is, quite rightly, *Theme Park*. It's a great game, with a playable economic simulation running in the background that actually convinces you that you're not only running a Park and building rides, but also your own little branches of Big-Time Fries, Pokey Cola and all the rest. So, if you've always wondered what it's like to be one of those people who wear silly hats and insist on slurring "y'want fries with that?" after you quite categorically asked for a small hamburger, then this is the game for you. [AN]

OVERALL: 86%

Sean sometimes used his father's beer-belly as a sort of cushion during the long waits between circuses.

GUARDIAN

A1200 version ● Acid ● £29.99



Guardian is a bit of a unique entity on the Amiga, and best explained as being a first-person-perspective *Defender* clone, with a fair few touches of the SNES game, *Starwing*, thrown in for good measure. Rather than stealing humanoids though, these baddies are into mass destruction, ramming into buildings and landmarks; and what with you being a *Guardian*, it's (rather unsurprisingly) down to you to stop these gits before they demolish absolutely everything.

The most impressive thing about *Guardian* is its speed. Whistling along in polygon heaven, this has to be one of the most satisfying craft ever just to scoot around in. The original was controlled with the CD32 joypad, and though there is an option to use such a pad with this A1200 version, the standard control comes by way of mouse and keyboard combined. Now this can be great, but it can also be hell...

Sitting here at my desk, things aren't too bad at all. The mouse allows me to swoop and flow about the landscape in an almost sexual way, with the left and right mouse buttons thrusting and reversing respectively. My left hand lies on the Amiga keyboard, with fire, flip, missile launch, and smart bomb all easily accessed. Ah, but what if I was sitting at home...?

Well, that's where things would all go horribly wrong. The reason? Well, I (and most of the people I know) traditionally have their computers on the floor, which means that unless any keyboard-using games are nice and simple, things can get a bit awkward, not to mention painful.

Fortunately, other than this control quibble and the reduced musical effects, *Guardian* remains true to its original CD32 release. The only solid criticism I have against the game, is that it tends to be a bit repetitive, throwing much the same level at you time and time again, before allowing you onto a new scenario — only to do much the same again.

Still, this is an excellent arcade game, and does the Amiga proud! Good stuff indeed, and well worth a gander. [MB]

OVERALL: 85%

SKELETON KREW

Core Design ● £29.99 ● CD32



The armoured Bratwurst is a fearsome opponent.

DRAGONSTONE

CD32 ● Core Design ● £29.99

Fantasy games generally do pretty well for themselves in the sprawling Metropolis that is Gaming City, but why? Well, nobody knows, quite frankly. Maybe, just maybe, it might have something to do with the fact that the average game playing adolescent is a bloodthirsty little savage, who takes great pride in the fact that with one swing of an axe, he can turn a rabid Orc into a pile of flob. Just maybe.

Of course, not everybody's happy with just blood 'n' guts 'n' violence 'n' stuff. Oh no, they want some form of problem-solving thrown in along the way (as if it would make a difference) and because of these GITS, we get games like *Heimdall*, *Heimdall 2*, *Darkmere*, and... er, oh yes this one here — *Dragonstone*.

So okay, the puzzle element does add to the game, but you can never have too much violence. Or can you? Well I'm afraid to say that, rather amazingly, this is *Dragonstone*'s only problem. There are only about 10 different type monsters in the entire game, all with the sole purpose in life of walking into you. This makes the game extremely frustrating, and a lot less enjoyable than it could have been had the enemies been given the slightest sliver of a brain. Cell.

The early levels are quite enjoyable, and while the tasks are pretty straight forward, the quest progresses at a steady rate. That is until level three, when the game moves into repetitive mode, and everything just goes downhill from there.

On the up side, the sound effects are pretty spunky, adding to the rapidly waning atmosphere, and the control system is made a whole lot easier with the joypad, as you no longer have to press the space bar every time you want to access the Action Menu/Inventory.

The CD version of *Dragonstone* is basically a straight port of the standard Amiga version with a few minor adjustments and, if it wasn't for a few irritating factors, would have been a great game. Shame that, eh? [MT]

OVERALL: 72%



The ladders threatened to withhold the prisoners' Red Cross parcels.

BENEFACTOR

CD32 ● Psygnosis ● £9.99

Out of all the mags who reviewed the original Amiga version of *Benefactor*, getting on for a year ago, there were only two who actually liked it. And we were one of them. Appreciating its qualities, you see, is not quite as clear-cut as with something like *Theme Park*, or *The Chaos Engine*; in fact on first sight it looks a bit... well, cack.

It's a platform game, of sorts, but the characters are incredibly tiny; almost *Lemmings*-y. The backgrounds are mostly brown, at least at first, the sound effects are sparse, and the music is a cheesy pastiche on the sort of thing you'd hear in a Little Chef. So, simply put, (Hurrah! — Harry.) *Benefactor* isn't appealing at first glance.

However, lil' *Ben* does have one important thing going for him: gameplay. Levels covering such glorious and imaginative areas as Ice World, Egypt World, Forest World and... er, some others, contain a number of puzzles linked to releasing a number of small people (called Merry Men) from their cells on a distant, nasty planet. Each level has a certain number of Merry Men to free, and given that you need a key to free each one, you can probably guess that... yes, the puzzles are linked to the keys!

Joystick/joypad incompetents probably won't get very far with the game at all, because the platform-based puzzles invariably involve leaping over some pixel-perfect chasm or other, and often a miss can mean the loss of a life, and the beginning of the level once again. However, this is countered because the Merry Men are actually programmed to help you out — so although there aren't any specific instructions for each level, the Merries know exactly what they need to do to escape. And all you have to do is follow them — but beware, not all of the Merry Men are exactly merry, if you know what I mean...

Benefactor is not only the second CD32 game from Psygnosis in a month, but more importantly it's the second decent game. It's cheaper than the other, *Flink*, and indeed because of Psygnosis' deal with Future Zone it's actually £15 cheaper than the floppy version. If the simple-looking graphics and naff tunes don't put you off, there's a clever puzzle game waiting for you underneath — and for a tenner, there ain't much better out there.

OVERALL: 85%

"COME AN HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH!" That's the general feeling you get when you flick through the instruction booklet for *Skeleton Krew*. With character names like Spine, Joint, and Rib, you could be forgiven for thinking that the heroic trio in this game are in fact the new Flavour of the Month deals down at KFC (although you would, of course, be wrong — and chances are that these three scallywags would taste a lot bloody nicer anyroad. Up.).

No, the *Krew* are in fact mercenaries sent by MAD (Military Ascertainment Department) to go and clean up Monstro City, an area overrun with all kinds of mutated nasty fellas. These vile monsters are the creations of insane scientist (and part-time dinner lady) Moribund Kadaver, who, in a true 'crazy type bloke' way, wants to rule the world. Bonkers, eh?

The game itself is a straight forward shoot em up, with you taking the helm as one of the aforementioned laddies in a quest to cleanse the city of the horrid mutations, in an isometric-view-O-vision kind of way of course.



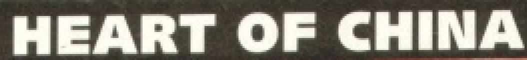
The plain fact of the matter is that it's boring. It never really gets going, none of the monsters look remotely scary, and the levels don't have any variety. To inject a bit of sunshine the programmers added a rather funky sound track which will have those feet a'tapping, while the control method, though confusing at first, becomes very instinctive after a short time.

Skeleton Crew CD could easily have (and should have) been a lot better, but as it is, is just another flower whose petals are brown and flimsy, and whose stalk is starting to wane, and the pollen which was once sweet, is just... (OH SHUT UP! — Everyone.) Oh. I see. [MT]

OVERALL: 68%

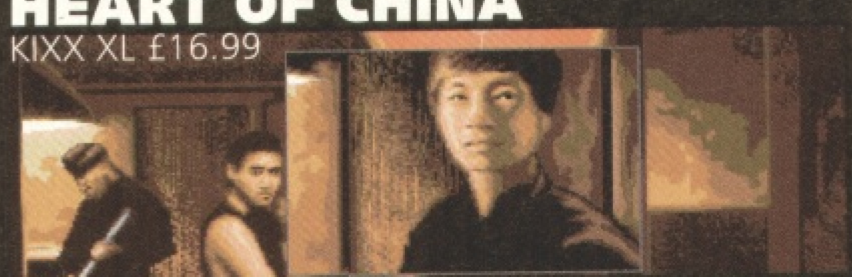
REPLAYS!

Time once again my friends to have a rummage around the bargain bins, and who better than the long-armed Andy Nuttall and Matt Broughton, accompanied by their rather annoying sidekick/work experience kiddie, Michael Tracheotomy. (Nice gag — Haz).



HEART OF CHINA

KIXX XL £16.99



Now I don't know about you, but if a big shot merchant ruined my life, and then had the cheek to offer me a job, I'd be forced to beat him quite violently about the head and neck. Of course, if that tycoon was one Eugene Adolphus Lomax III, you would be pretty stupid not to listen. The old bean's daughter has unfortunately been kidnapped by Li Deng, a ruthless Hong Kong gangster, and it's your job to rescue her (gosh, how original).

"Sal-tan-wingar?"

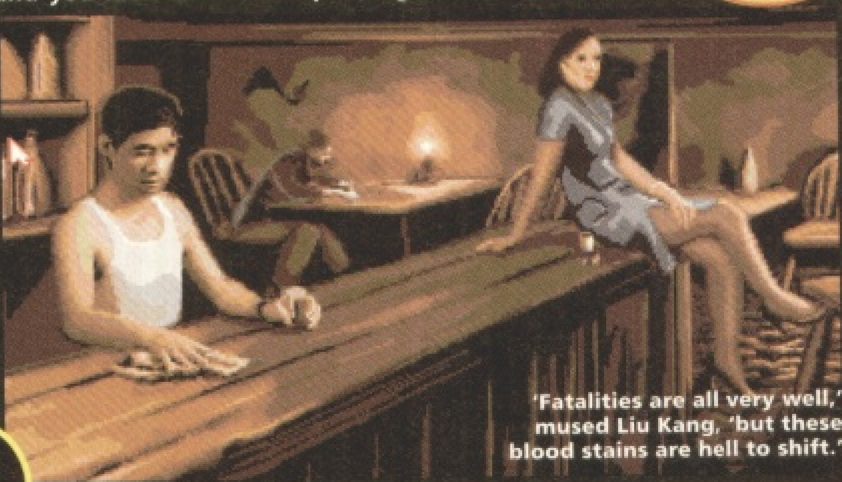
When *The Heart of China* was originally released it was received with critical acclaim for its "user friendly interface and stunning graphics". It introduced some new ideas into the adventure game genre, the most obvious being the alternative plot path system (which *Indiana Jones* has more recently used to much better effect). This enterprising idea is slightly misleading, as the different routes change very little, and you always end up at the same place after a few screens anyway.

The story itself is quite absorbing and you look forward to pushing further into the game to see how the plot develops. Early on you recruit a Ninja-type, er... bloke, who then allows you to swap between the two characters to achieve different results during the game (a la *Indy*... again).

The major problem I had with The *Heart of China* is that it's too damn slow. I mean, I've seen dead people move faster than this game. The supposedly user-friendly interface is about as friendly as Eric Cantona (God, are we topical or what? — Matt.), and the "stunning graphics" are no more than mediocre. But even more frightening than that — it comes on nine disks. Now this might not sound too bad, but believe me, it is, and the disk accessing takes forever.

So if your looking for a budget graphic adventure, you could do a lot worse than *HOC*, but you could also do a lot better — most notably with *Monkey Island 2*. [MT]

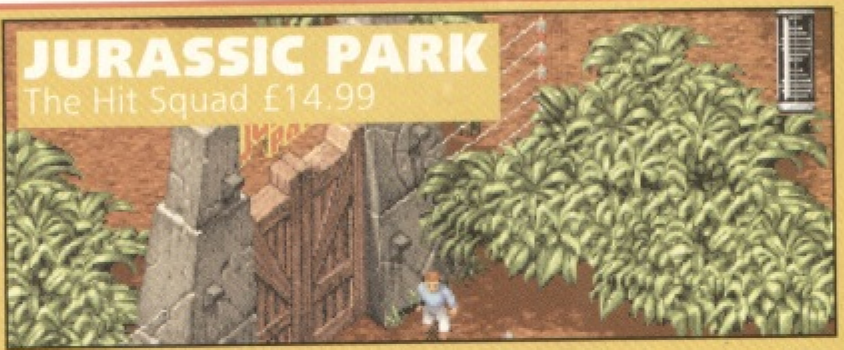
OVERALL 55%



'Fatalities are all very well,' mused Liu Kang, 'but these blood stains are hell to shift.'

JURASSIC PARK

The Hit Squad £14.99



When Ocean snapped up the rights to the world's biggest and most expensive movie, cynics expected a straightforward platform licence with an obligatory 'driving bit'. Though at the time this assumption may not have been totally unfounded, it could not have turned out to have been further from the truth.

Jurassic Park — the game — is a top-down arcade adventure with bundles of atmosphere and enough trigger-pumping action to keep even the most hardened shoot-'em-up fan more than contented.

You know the story... dinosaurs are genetically engineered; dinosaurs get housed on an island; dinosaurs escape from their enclosures; dinosaurs eat fat people etc. etc. Within the game you play the hero of the tale, Dr. Alan Grant, and it's your job to attempt to restore some kind of order to the Park and save the oh-so-cute little kiddies, who quite obviously don't fancy ending up as a Raptor's hors d'oeuvres.

This will all come as no surprise if you've seen the film or read the book, and the game follows its plot quite closely. There's the bit in the T-Rex Paddock... There's the bit in the Gallimimus Paddock... There's the bit in the Drainage System... I could go on, but I'm sure you get the idea.

Had the game been top-down only, then things would soon become tedious. Thankfully, this is not the case. There are several 3D sections which take place mainly in the bunkers, and these are without a doubt the most exciting of all. Although the window in which the action takes place is small by today's standards, the graphics here are atmospheric and fast. Okay, it's not *Alien Breed 3D*, but it's nice to see programmers recognising a game's limitations and adding to it in other areas.

Jurassic Park remains an enjoyable romp that will appeal to film and game fans alike. If you fall into either or both categories, then it may be worth while checking out. [MB]

OVERALL 83%

AWARD WINNERS PLATINUM

Empire £34.99

The compilation scene really does seem to be hotting up, with some excellent packages now available for money-conscious game fans. Thankfully, the latest addition to this over-crowded market is two-thirds ace, one third good, featuring three of the most revered Amiga games of all time.

First up is *Frontier: Elite 2*, David Braben's long-awaited sequel to the classic space trading game (reviewed elsewhere, actually). Opinion is divided over this game. Some think it was a load of over-hyped nonsense, while I think it was five years well spent. And as I'm reviewing this package, only my opinion counts. Ha!

Frontier takes the original *Elite*



Jesus wants me for a sunbeam!

ISHAR 2

(A1200 only) Daze £12.99

Silmarils' successful role-playing trilogy reached its climax last year, receiving a hearty cheer from adventure fans across the globe. Each episode averaged over 85 percent from most respectable magazines, as well as *The One* (boom boom!), making *Ishar* one of the most critically acclaimed series in the history of the world ever.

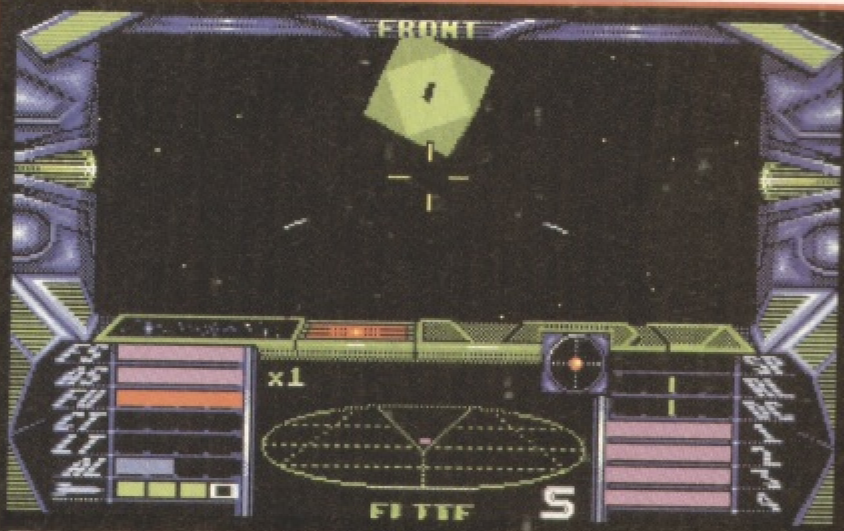
Like the *Star Wars* films, *Ishar 2*'s second installment is regarded by many as the best. Taking place over seven different islands — each inhabited by some of the game's seventy or so enemies — you have to solve puzzles and recruit adventurers to your party as you battle your way through the lush 3D environments. Although there's no smooth-scrolling between locations (flick-screen only, I'm afraid!), it's still one of the best-looking RPGs available.

Combat plays an important part of the game, and is thankfully easy to grasp. Just select your weapon or spell and click on the enemy — it doesn't get much harder than that. Of course, actually defeating the blighters is pretty tough once you get going, so saving regularly is a must.

The plot, though essentially linear, is more imaginative than most, and you never really feel you're being forced along one set path. This is where *Ishar 2* stands head, shoulders and belly above the rest, and makes trekking through the play area (over three times the size of its predecessor) miles more fun than it really ought to be.

Ishar 2, at less than thirteen quid, is tremendous value for money. It's immensely enjoyable and will take you at least a month of solid play to get through — and you can't ask for much more than that, can you? [AN]

OVERALL 88%



'Little boxes, little boxes, and they're all made out of ticky-tacky, little boxes, little boxes, and they all look just the same'.

ELITE PLUS

Action Sixteen £16.99

Elite is an example of gaming at its best. It's a game you can play literally for a life-time, and yet comes on only one floppy disk — amazing when you think that most modern releases are at least three times as big and nowhere near as captivating.

David Braben and Ian Bell's classic space trading game has appeared on almost every format, from the humble BBC Micros to the SNES, and with the exception of the odd solid polygon on some machines, each version has remained faithful to the original, giving some indication of how flawless its concept is.

The idea is simple. Starting off as a young and impressionable Space Cadet, your job is to hurtle forward into unchartered territory and, well... 'exist'. It's a truly, truly open-ended game; you can behave exactly how you like; be a good boy and simply ferry cargo from port to port, or a bit of a bugger and hang around outside space stations blowing other ships away — just for fun, of course. Money can be earned by carrying out tasks for a variety of characters, and your actions will affect your relationship with the super-hard Space Police.

Okay, so it's not a visually impressive game, but that's by no means a bad thing as your imagination fills in what the graphics don't. And this distinct lack of aesthetic wizardry means that the action is fast and furious — essential in such a fast-paced blaster (oh yessir, it can be at times).

Elite is as playable as it always has been. It won't appeal to you 'younger' gameplayers who expect more in terms of execution and innovation, but if you scratch beneath the surface you'll be hooked (That is, unquestionably, the finest mixed-metaphor in this issue, Matt. Well done, matey — Hazza.). [MB]

OVERALL 92%

premise and adds more bells and whistles than you'd expect to find at a bells and whistle convention attended by people dressed to the eyebrows in bells and whistles (That would be Morris Dancers, wouldn't it, Matt? — Haz.). Its galaxy is a binary rendition of our very own, which means there are literally thousands of different planets to visit, and millions of characters to 'interface' with. The trading aspect has been relegated slightly (it is still there if you're into that kind of thing), as the game relies more on missions to hold the attention. In short, *Frontier* truly is a way of life, (If a bit of a sad one — Haz, Jo and real people everywhere.)

If *Frontier* and *Civilization* are the bread of this software sandwich, then *Lemmings* is the slightly suspicious filling. Okay, it seemed fresh when it was released (about a billion years ago now) but today it smells like someone's left the fridge door open while they were on holiday. Yes, it is a top little game, and one that single-handedly invented a genre, but surely everyone's sick to the back teeth of the little buggers by now? As a stand alone budget release, *Lemmings* would have few enemies, but its sequel would have been more at home in this pack.

Yes, *Civilization* is another software croaky (originally appearing in August 1992, no less), but it has never been bettered and as such is an ideal candidate for a bit of the compilation treatment. On paper, your job in Sid Meier's classic is simple: evolve your populace from the Stone Age to the 20th Century and beyond. Of course, actually existing for thousands of years has its problems — dealing with technological advances, and pollution and population control, to name but three. But, should a spot of careful planning, the odd bit of common sense and a knowledge of all things historical prevail, you'll soon get the hang of it. The disk accessing is occasionally a little hard to stomach (yes, it's Super PC Conversion Land, my dear friends) but it was never meant to be a fast-paced game in the first place.

In theory, *Award Winners Platinum* should be receiving a three-figure review score, as each of its titles has generally scored 90 percent plus. But *Lemmings* — though still a great game — is old hat now, a battered trilby that most people will already have worn, in one of its many guises. Only for Amiga babies, methinks. [MB]

OVERALL 83%

TIPS

KILL ZONE

SENSIBLE WORLD

'Tip, tip, tip little April showers de de de de de de de de de de...' no, I can't remember the rest of that classic tune from out of that classic Walt Disney movie, er... I think it was Bambi. Could have been Snow White though. Oh and it was 'Drip, Drip, Drip' as well, not 'tip, tip tip'. The 'April' bit is spot on though, and that's all that counts for this, the Apriliest issue we shall be doing for some time.

It's SWOS tips with a difference, as Jon 'Jops' Hare chats exclusively to The One about his playing tips, hints and cheats.

WHY DOES MY STRIKER'S VALUE GO DOWN WHEN HE'S DOING WELL?

Jops: The way to get a player's value up is to utilise their skills to the best effect within your team. If you have a player who is, for example, good at heading, he will be useful in his area of the pitch, i.e., in front of goal.

The way a player's value is calculated is very complicated. He starts off with an initial value, which is derived purely from the skills he begins with. Say, if a player is valued at £2million, and say his raw skill — that is, all his seven skill ratings added up together — is 30 points. In order for him to maintain his £2million, he has to keep contributing those 30 points throughout the match. If he scores 35, his value will go up, if he scores 25 it will go down, but only by a small fraction every game. If you left it at 25 through the whole season, his value will drop dramatically.

So, you have to look at his position in every area, and estimate his contribution to the team performance.

The problem is that there is no goalscoring bonus for the players in the system, so the strikers can sometimes be difficult. If you're very clever, it is possible to maintain the value of a striker, but only if you use the tactics editor and position him so that he makes the best contribution to the team. We are going to add goalscoring to the player's point tally in the updated version (see box below).

The only other problem we've got is wingers — because their values can dip too. For every other player, their value should go up if you manage the team well. If you've got someone in the backward midfield position, like where Paul Ince plays, his value should go through the roof. This is because midfielders can use a wider variety of their skills, and score points more heavily than anywhere else on the pitch. Again, we'll tweak that to even it out a bit in the update.



WHAT SHOULD I DO IN THE TACTICS EDITOR?

Jops: In the Tactics Editor the pitch is split into 35 sections. Each player has certain skills which he can contribute, but only when he's in his designated area of the pitch. Technically, if you have a defender and you put him up front, and he spends most of his time hovering around the goal, all of his tackling skills are going to score zero points, because his tackling skills will be wasted, and he won't be contributing anything to the team.

There are several factors which determine a player's contribution. His overall skills, his closeness to the ball, and how out-of-position he is. So a defender will score most heavily when he's defending, and tackling in and around the penalty area. If the ball's at the other end of the pitch, his contribution will halve.

Bearing all that in mind, the best thing you can do is to bring your midfielders back behind the ball a little bit. Try to make your wingers track the ball as much as possible, to follow it around the pitch to a certain extent. On the wing, the speed factor is very important — a fast player will have far more to contribute. Allow full-backs to push up, and to track the ball behind the wingers. Remember you can use the Flip On facility here, so that when you move one, the other will move to suit.

If you find that one of your full-backs is very good at attacking, whereas the other isn't, bring the attacking one a bit further forward, and send the other back to balance it out. For your attackers, if you have two, it's often best to pull one of them back slightly so that he can feed the front attacker. Real football is often played like that; and you've also got the advantage that the one





SIBLE OF SOCCER



that's further back is nearer the ball, and scoring more contribution points. It's getting close to the ball that's the key.

WHAT IF I BUY A DIFFERENT PLAYER?

Jops: If you buy another player, he will almost certainly have a different set of skills to your existing players. So if you swap him with a team player, you will have to adjust your tactics slightly to cope with the difference in skills for that area of the pitch. The idea is to make it more like management, really, so that you're thinking about your team. If you were to play it properly, which in reality you probably couldn't be bothered to do, you would need to subtly alter the tactics before each game, taking into account the team you were playing.

HOW CAN I EASILY PLAN STRATEGIES AGAINST OTHER TEAMS?

Jops: The skill of the opposition doesn't really affect your team's contribution to any great extent. Perhaps it should do, but it doesn't — and it's something we're looking at for the update. So whether you play five up against two in defence, or five in defence makes no difference whatsoever. It's all to do with how your team plays itself, not about the opposition. Use the formations, too — if you're one-nil up with ten minutes to go, stick your team on Defend. It does work.



HOW CAN I INCREASE MY TEAM'S PERFORMANCE?

Jops: If you use Edit Tactics wisely, you can make your team much better. Most people who play the game don't bother with tactics, they just use the default formations. But the defaults are set up so that you'll only get about 75 percent out of your team. In the early days I was playing around with Norwich, and they were a team worth 14 points in total. Without buying a single player in, I was able to bump them up to 21 just by messing around with the tactics — giving them 50 percent extra points, and putting them one point above Liverpool at that time.

Because you're managing the team, it's back to this contribution thing again. You need to look at the team's contribution. With playing and managing, though, I can understand people who are playing well and wanting their players' values to go up, even they do have to look at that other factor as well.

HOW CAN I PREDICT THE RESULT OF A MANAGED MATCH?

Jops: Each player contributes a certain number of points to the team, which is then used to determine the result. That's how the system works. So you can look at your 11 players, look at their individual contribution, and work out the team's contribution. Estimate the opposition's contribution, and broadly you can determine the result of the match.

The team with the higher number of points will generally either win or draw — it's unlikely that they will lose. But, there's also another factor in there which affects the result — a random number. We could have, say Manchester United vs. Doncaster Rovers, for example. If Doncaster had a very high random number that day, and Man. United had a very low, or even a minus number, then there's always a chance that Doncaster could turn Man. United over. It's very rare, though. The strategy is, then, to get that number of team points as high as possible.

ANY CHEATS?

Jops: If you've got a good and effective formation, which scores good contribution points in itself, but you actually prefer playing with a different formation, then at the moment there's a bit of a cheat you can do. Put your team on in a formation which scores the most points, and then a minute or so into the game you can bring up the sub's bench, and change into your normal playing formation. The team will maintain their playing skills, as though they were in their original formation. Now that's a bug, which I'm hoping to get rid of in the update!



FREE! SWOS UPDATE DISK!

Watch out for next month's issue of *The One*, which will come complete with an official update disk for *Sensible World of Soccer*! Many of the problems with the original will be solved, including the striker value bug — and best of all it's free when you buy *The One*. Incidentally, all *SWOS* owners who have sent in their registration cards to Renegade will automatically receive the update free of charge — but that way you don't get Britain's best and, yet, curiously, least popular, Amiga games magazine to read. So get down to your newsagent's on April 28th, and make the best football game even more better... er.

CANNON FODDER 2

Ben Smith from Middlesborough comes up smelling of Creme Eggs again with the second part of his exhaustively fondant Easter solution to Cannon Fodder, part the second.

MISSION 9

Phase 1

Shoot the men coming towards you. Pick up the grenades above you and use them to bomb the enemy tent in the bottom left-hand corner. Go left and you will see a sniper on a bush. Avoid him because he will bazooka himself anyway. If a helicopter lands, use another grenade to destroy it straight away. Keep walking left, shooting any aliens you encounter along the way. Enter the turret and fire between the two houses killing all the snipers. Leave the turret and go up, then diagonally left and down, killing all snipers. Bomb the enemy hut.

Phase 2

Go up and a jeep will follow you round to your starting point. Hide behind the tent and the jeep will get stuck. Bomb the tent with a grenade and the jeep will get destroyed. Get into the spare jeep and drive left through the gap in the fence. The other jeeps will not follow you. Head right around the muddy path until you reach a ramp. If you drive over the ramp the jeep will clear the fence. Run over the sniper on your left. Get out of the jeep and shoot all the aliens. Collect the bazookas near the enemy hut, enter the turret and blow-up the hut and kill all the aliens. Leave the turret and drive through the gap in the fence. Follow the road exterminating all aliens on route. Now, the enemy jeeps will have gathered at the other end of the road, but if you bazooka the gate at the end of the road then the jeeps will blow up. Return to the ramp which you you used to jump the fence and drive onto the muddy path. Get out of the jeep and go through the gap between the fences and bazooka the tent next to you.

Phase 3

If, at the start, you head right onto the wall and keep running in that direction, the civilians won't kill you. When you get to the top, get into the tank and drive it back to the start, without killing any civilians. When you're back at the start blow up the enemy buildings.

Phase 4

You will have to sacrifice a man for this one. Leaving one of your squad behind, take the rest up-screen. A helicopter will attack the fella you leave behind, giving you a head start. Keep moving up until you see a lake. Shoot the sniper on the other side. Swim across the lake and collect the bazooka., swim back and go right and down, killing all the aliens you encounter until you see a hut. Bazooka the hut. Destroy any choppers you see and make a thorough search of the area, killing all aliens.

Phase 5

As you start, take two men down and right killing all the aliens you meet along the way. You will see a sniper, go round the corner of the wall and kill him. Move up as far as possible and cross the water. Pick up the grenades, but be on your guard against snipers. Grenade the enemy hut and return across the water, moving right and down. You will see a fence with an enemy turret and sniper. Lob a grenade over the fence to destroy enemy turret. Get into the waiting chopper and land it outside the fence. Return to the wrecked turret leave the chopper and and destroy the enemy hut. Return to the chopper and land it outside the enemy square. Leave the chopper again and bomb the doors inside the square. Get back into the chopper, land inside the square, leave the chopper and kill any enemies you see. A hostage will run towards you. Get back into the chopper and the hostage will follow you. Fly back to the start and and he will run to the UN hut. Now, go left and down until you reach a large fenced area with a hut



MISSION 10

Phase 1

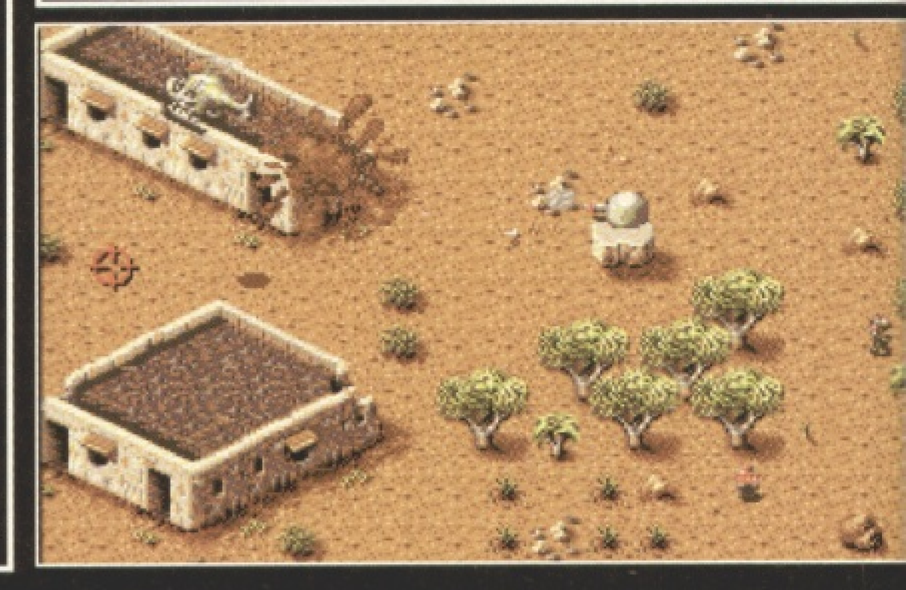
Shoot all the aliens around you, go right and kill the aliens you find along the way. Follow the path and grenade any huts. When you see a hole in the fence go through it continuing to shoot any aliens. Pick up the grenades, return to the path, and bomb/shoot all huts/aliens you see en route.

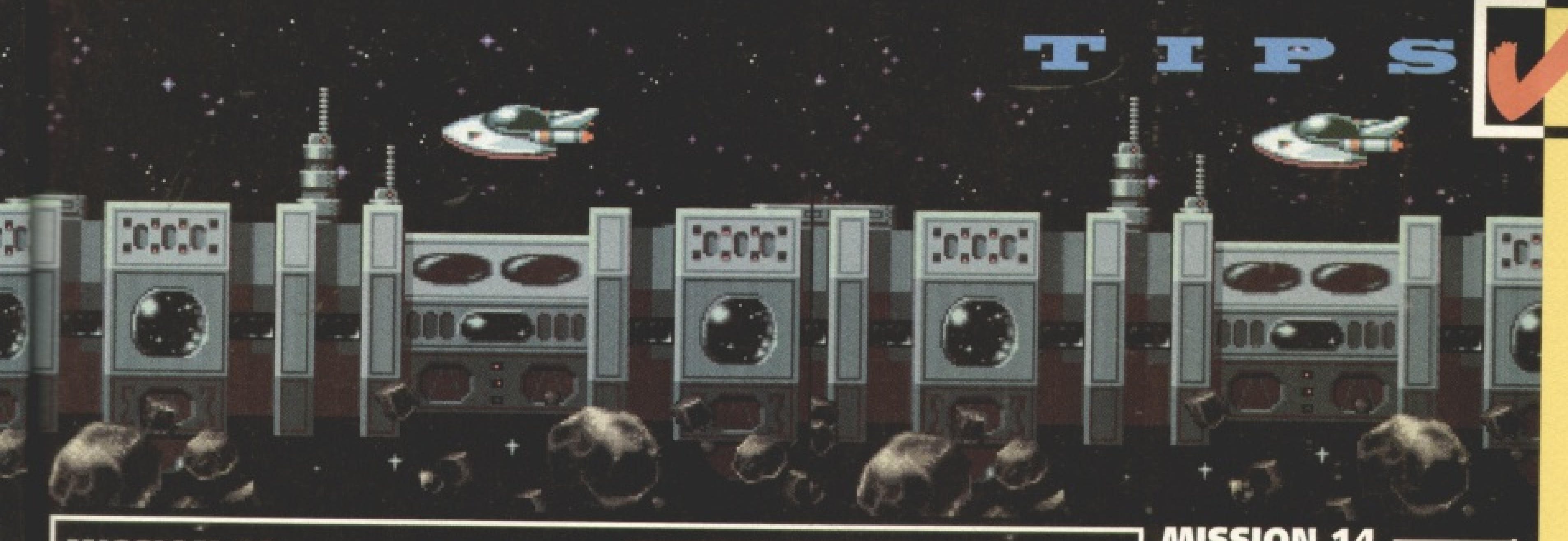
Phase 2

Don't bomb the huts! They're full of civilians. Take your men across the water to the right. Take one chap, go right and get into the m,machine. Bomb any machines that you meet. Head left across the field, shooting all the machines you meet.

MISSION 11

Quickly, get the bazookas found to the left and right and use them to destroy all the huts and the two turrets. GO around to the front of the castle, enter the turret and blow up the castle.





MISSION 12

Phase 1

Head right, shooting all the aliens. Return to the start. Go up and over the river and then head left as far as you can and you will find some grenades. Pick them up and use them to bomb all the huts and kill the aliens. Now, go right and up shooting all the aliens. Keep right until you see a castle. Blow it up. Go down and left, killing all the aliens. Go left and shoot all the aliens. Then, go down, killing all the aliens. Now, go right along the river, shooting all the aliens. At the end of the river you will see a room with grenades in it. Pick them up. Then, go up and left, keep left, then up and then left again looking for aliens. If there aren't any, return to the start. There will be some aliens to the right. Kill them all. Search all areas for aliens and kill them. Dead.

Phase 2

At the start, get beside the battering ram. Enemy rams will come at you, but will be destroyed by your ram. Go right now, and an enemy battering ram and witch will follow you. Keep twisting and turning and the enemy ram will be destroyed by the witches grenades. Keep to the path, and shoot all the snipers you encounter. When the witch stops trying to throw grenades at you and lands, bazooka her.

Phase 3

Kill all the aliens at the start, then go up, grenade the hut and shoot all the aliens. Go left and bazooka the castle from a safe distance. Approach the castle and head down, killing all the aliens near the hut on the right. Now go right until you see some grenades. Pick them up. Bomb the hut nearby and then head out and back-left and grenade the hut surrounded by a fence. Go back-right and bomb the hut below you. Keep right and bomb another hut surrounded by a fence. Now head up and bomb the hut. Return to the castle and you should find a hostage waiting for you. Take him back with you to the tent at the start.

Phase 4

Bazooka the witch on the right-hand side and then grenade the turret over the bush. Go up and kill the snipers you'll find to the left and right of you. At the top there is a turret to bazooka and a hut to grenade.

Phase 5

Start by killing all the aliens, then head right and down, through the gap in the fence and then down again to a hut. Grenade it. Now, go left and up and back to the start. Head left and down and follow path out of the fenced area. Get to the edge of the fence near the river and bomb the turret on the other side. Go up, following the path until you see a hut. Grenade it. Return to the start and kill all the aliens. Now, go up and right, following the path until you see some grenades. Pick them up. Kill all the aliens and grenade the castle above you. Return to the start. Go down and right, following the path around to the right until you see a hut. Grenade it. Go left and follow the path. When you get into the open, go up and grenade the turret. Go left as far as you can until you come to another turret. Kiss it — only joking Ben, grenade it. Go back right and grenade the turret below you. Now return to the start. Move diagonally down and left. There should be a hostage near the hut. Take him back to the start and put him in the tent.

Phase 6

Quickly, shoot all the aliens then go right and bazooka any turrets you see. Go back, get a battering ram and drive off to the right to the end. Get every one of your men onto the white pad.

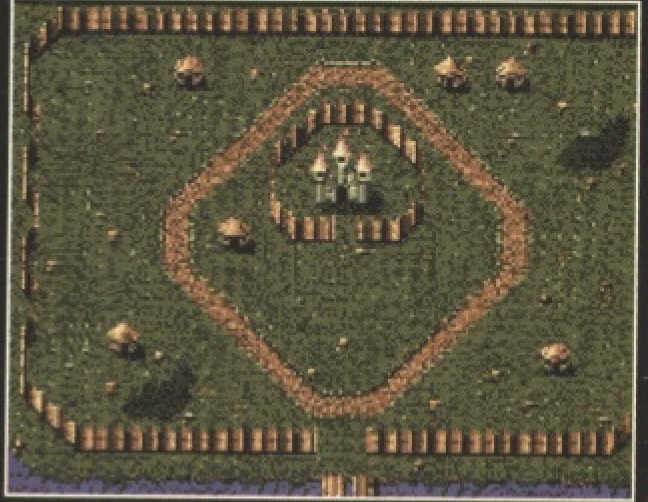
MISSION 13

Phase 1

When this phase starts, shoot the alien in front of you and then hide your men behind the building on your left. Split two men off your squad and take them left until you see a building with ladders going up it. Quickly, ascend the ladders and shoot the sniper. Collect the bazookas and climb down the ladder. Then, bazooka the buildings on the left. Retrace your steps and bazooka the doors on the way. Now, go left and up and enter the first cut on your right (there's some more bazookas in there!) and bazooka the building. Keep going right as far as the screen will go and then head up and bazooka the building on your left. Go left and you'll see another building. Bazooka that too! Keep going left and another building will appear. Bazooka it. Finish off any remaining aliens.

Phase 2

This one's a bit tricky. Cars will come at you from every direction. Try to lead them into the bushes in the middle and bomb them. On your way, bomb any buildings you see. If you're quick you'll be OK. Take all your men.



MISSION 14

Phase 1

At the start, quickly shoot all the men in front of you and grenade the door. Get into the helicopter and fly to the top left-hand corner. Land on the sniper and get out of the chopper. The enemy will come our of two doors.Grenade them. Get close to the ladder and grenade the door you can see on the building on your right. Get back in your airship and fly to the top right-hand corner. Get out, go to the building on your left (the one with the windows) and bomb the door on it.

MISSION 15

Phase 1

Shoot the grenades on your right so that they explode. Go up, then right. You'll see a door. Grenade it. Now, go left and grenade the door you'll see there. Keep killing all the aliens, but not the civilians.

Phase 2

Grenade the door you see just below you. Take one man and give him half of the grenades and half of the bazookas. Now, go right and shoot the sniper. Keep right until you see the Dalek. Keep close to the wall — the Dalek will try to shoot you but will blow it self up in the process. Now go right as far as the screen will go, move down until you come to a gap. Grenade the door. Now, go left and then down a cut. Pick up the bazookas. Go back to the entrance. Go left and you'll run past a Dalek. Grenade the door you pass. The Dalek will follow you, but if you hide around any corner it will fire at you and the shell will rebound from the wall and destroy it. Now go right and up the second cut. There is a turret there which will fire and blow itself up. Go back down. The hostages are here somewhere and they will follow you to the transporter with a cross on it.

BLOOD

We like a crap pun at The One, but the rather silly names in this game really do take the proverbial jammy dodger. Laugh! I nearly blew a hole in my toad.

STARTERS

To pick up objects, click on object with *left* mouse key. To put objects in Stark's inventory, click on object with *left* mouse key and then move the item to the bottom left-hand corner (very edge of screen) and click with *left* mouse key. Stark's face will appear. Double click on Stark's face with *right* mouse button and place item in one of the empty slots. Press *right* mouse key.

1) Tackett's Lab
a) Get Implant Plans.
b) Put the 4 MB Chip in your decking unit. To do this pick up chip with left mouse button. Move the chip to the top of the screen and click on Matrix Type square, then click on the decking unit. Put the 4MB chip over the 1MB chip and click with the right mouse button — you will have then replaced the chip. Go back to the main screen and drop the 1 MB chip.

2) Houston Matrix Rovers
a) Get a patch cord.
b) Talk to Larry Owen.

3) Abyss
a) Talk to Rymma Fizz.
b) Choose 4 characters to join your crew (including Rymma).

4) Metropolitan Museum of Art
Talk to Montgomery Taylor. He will give you an invitation to the Hellfire Club if you answer 'No' to his first question.

5) Central Park
a) Talk to Kimba West.
b) Talk to Sander Tomalin. You have to talk to him twice in order to give him the Implant plans. He will give you a lockpick database Smaria Soulbox and a 4MB Chip. Put the Soulbox into your decking unit.
c) Talk to Mother Mary on the second Central Park screen.

6) Cafe Voltaire
a) Talk to Oscar Nandez (second screen).
b) Talk to Lenora Major.

7) C-space
Go to 'Medium' well.

8) Kafka Conspiracy
Talk to Coover Tristan.

9) Electric Anarchy
a) Talk to Phree Thought.
b) Talk to Nai Hillstick.
c) Talk to Chuck.
d) Talk to Phracktle K. Oss.
e) Talk to Auntie Matter.
f) Talk to Garrick Fizz and get him to join.

10) Autonomy Dogs
a) Talk to Wild Child.
b) Talk to Sabaccatus St. Aubens.

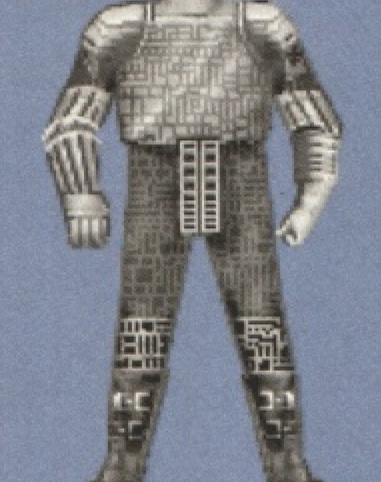
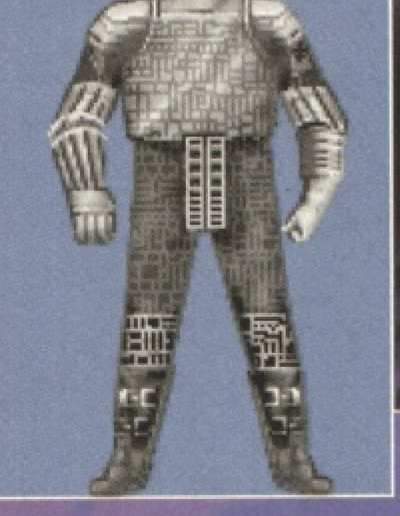
11) Hard Metals
Talk to Tempered Steele.

12) St. Patrick's
a) Talk to Mother Mary.
b) Talk to Bother Complicitus. You will need to talk to them both twice to complete the conversations.

13) Hellfire Club
a) Talk to George Yatchisin.
b) Talk to Renfield.

14) Hardarm Tacktick
a) Buy Lockpick casing and diagnostic unit.
b) Assemble Electronic Lockpicks.

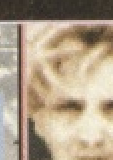
15) TransTechnicals
a) Security
Kill Chief Daryl Paine.
Get TTCloak from Paine.
Search area and pick up all items.
b) Emily Esaki
Search area.
Get Pin.
c) Bill Dougan
Talk to Bill Dougan.
d) Nanotech









NET





Search area and pick up all items.
Use Electronic Lockpicks on the locked store-room door.
Search store-room and pick up all items.

16) Lazlo Green
(examine Crackdown lists to open)
a) Search area.
b) Pick up gas mask.

17) Electric Anarchy
a) Talk to Phree Thought.
b) Give her a Dragon Soul Box and say 'Yes' when she asks.
c) She will give you a Sonoma Vapor.

18) Icon Pirates
a) Put the gas mask on a character.
b) Use Sonoma Vapor with character.
c) Search area.
d) Get Holocam and both cans of holofilm.

19) Doom Pilots
Talk to Ghost Walker.

20) Madam Mescal
a) Buy Instpigment.
b) Use Instpigment on yourself.

21) Cloisters
a) Sabastan's room
Get beads.
b) Weapons room
Solve mirror puzzle by filming yourself with the Holocam then play the recording near the mirror.
Search area and get all the soulblades and stakes.

22) Cafe Voltaire
Place beads next to Cyril Thorpe.

23) C-space
a) Goto 'Medium' well.
b) Talk to Cyril Thorpe.

24) Cloisters
a) Sabastan's room. Talk to Sabastan who will bless the blades.

25) C-space
a) Goto f.a.t.s.
b) Talk to Melissa Van Helsing.

26) Le Phood
Talk to Melissa Van Helsing and have her join you.

27) Hellfire Club
Talk to Alexander Tennent.

28) Van Helsing's Apartment
a) Kill all Vampires.
b) Enter second room.
c) Search area.
d) Pick up Signal Scrambler.

29) Grant's Tomb
a) Kill everyone.
b) Get green pendant.
c) Free Alexander Tennent.

30) Electric Anarchy
a) Have Chuck join you.
b) Disassemble green pendant.
c) Put Emerald Looker Chip onto the decking unit.
d) Put Tackett's EssEnce into decking unit.

31) C-space
a) Go to f.a.t.s.
b) Talk to Tackett Cybervision.
c) Go to 'Kansas' Well.
d) Talk to Sally who will give you the real Incubus.

32) St. Patrick's
a) Dismiss Chuck.
b) Talk to Mother Mary and get her to join you.

33) Transtech (1122)
a) Kill everyone and shoot the Incubator to kill Van Helsing.
b) Talk to Dr. John Harker.

34) C-space
Enter 'Elizabeth' Well.

35) Game Ending
a) Fight Dracula Images — six in total.
b) Fight and kill the real Dracula.
c) End of game! Joy, joy!

LEMM

Coypus. Shrews. Gerbils, voles, field, meadow, pine, pocket, and wood, mice. The black, brown, pack, musk, water and wharf rats. Hamsters, guinea-pigs and bandicoots. Use a little imagination next time, Psygnosis.

SHADOW

LEVEL 1

Turn the third lemming out of the trapdoor into a blocker before he reaches the steps. The first lemming will now drop right from the steps and pick up the bricks. Once he has picked them up, let him take about two paces and then make him build diagonally up and right. Just before he reaches the platform where the exit is, release the blocker. All 20 lemmings will escape.

LEVEL 2

Turn the third lemmings out of both doors into blockers shortly after they land. This allows the first lemming from each door to pick up the bricks and build up to the exits. Release the two blockers, and all 20 lemmings will escape.

LEVEL 3

Let the first lemming pick up the wall climber, and the second lemming pick up the spade. Let the first lemming use the wall climber on the wall to the right of the trap door. Now highlight the digger, let the first lemming walk along and pick up the ceiling walker. Use this ability at the right-hand side of the platform. When he uses them all up he will fall onto the thin platform, walk far right, and pick up the spade icon. Let him walk back to the block, and he will dig halfway through. Then use the highlighted digger to clear the other half, and all 20 lemmings will escape.

LEVEL 4

Let first Lemming walk right up and pick up the spade. Highlight him and when he reaches the first trapped lemming, dig left and set him free. Still highlighted let the digger walk to the right and dig diagonally down and right just under the crate above him.Now, all but one of the lemmings will exit, the remaining one will head towards the water and pick up the rubber rings, he will swim across and will remove the platforms blocking the other trapped lemming by walking on them. They will both swim back across and now 22 lemmings have been saved.

LEVEL 5

First lemming out of left door will go right and pick up the wall climber and use climber to climb up and get spade. The trapped lemming will pick up the bomb and let him use the bomb on the right hand side of the platform he is stuck on, this will give him an escape route. Meanwhile, the second lemming from the door on the left will have dropped all the way to the bottom and have picked up the spade. Let the digger by the right hand exit go to as far left as he can and then dig to the left allowing the lemmings to drop down and go to the exit.Let him continue left and bash through the column separating him from the other lemmings, now all 23 lemmings should escape.

LEVEL 6

Make the second lemming become a blocker at the leftmost point of the platform, the third lemming should be made a blocker on the lower platform to the right. Turn the first lemming round so that it heads left and picks up the spade and bashes to the left until he reaches the leftmost pillar. Turn him round so that he does not bash through completely and then drop the spade and pick up the ceiling walker. Use the suckers to cross the water and the drop them on the other side and pick up the bricks. Build across the water and release the blocker to save all 23 lemmings.

LEVEL 7

Turn the fourth lemming into blocker before he reaches the dissolving platform.The first lemming should pick up the bricks to the left. He will then walk right and the platform will dissolve completely from under him and he will fall into the pit with the mole. Build upwards twice before the mole reaches you and it will make him dig through the rock and almost free the trapped lemming.

Drop the bricks and pick up the spade, and dig through to free him. Go as far left as possible, and dig down just after the steel blocks end. Once he has dropped, turn him around and make him into a blocker. The freed lemming should have picked up the bricks the other lemming dropped, and he will build across the gap to avoid the baddy. Release the blockers, and all 24 lemmings will escape.

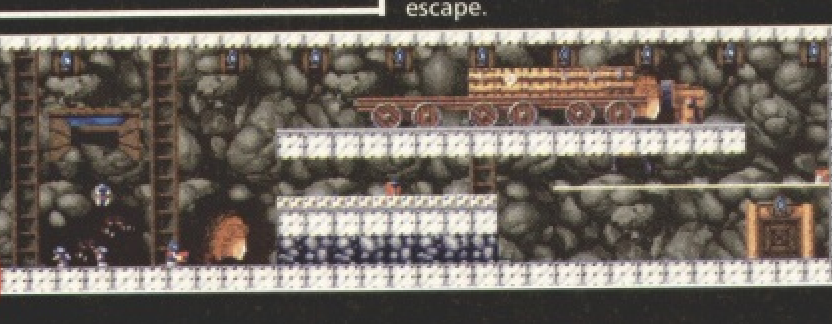
LEVEL 8

Turn the third lemming into a blocker. The first lemming will have picked up the umbrella, so jump him across and drop it, then pick up the bricks instead. Stop at the edge of the gap and drop the bricks off the edge, then go back and pick up the umbrella. Float down through the gap and pick up the bricks, head to the water and build across. Pic up the bricks to the left, and then buil up high enough so that the lemming above will not fall too far. Continue t the right, and build across the ga between you and the exit. Release th blocker, and all 24 lemmings should ge out.

LEVEL 9

Turn the two trapped lemmings into blockers. Turn the first lemming out of the trapdoor into a blocker on the edge of the step. The freed lemming should walk as far left as possible, and keep turning him around so that he dissolves the grey block. When this is done, he will drop down and walk up the steps. On the next-to-last step, build halfway across the gap to the left, and jump the rest of the way across.

Jump across the small gap leading to the trapped lemming beneath, drop down onto the dissolving pillar, allowing the trapped lemming to jump free. Let the first lemming walk back across the dissolving bridge, and drop down next to the other trapped lemming. Walk across the small dissolving platform, and build across the water. Turn around, then build across





NGS 3

LEVEL 10

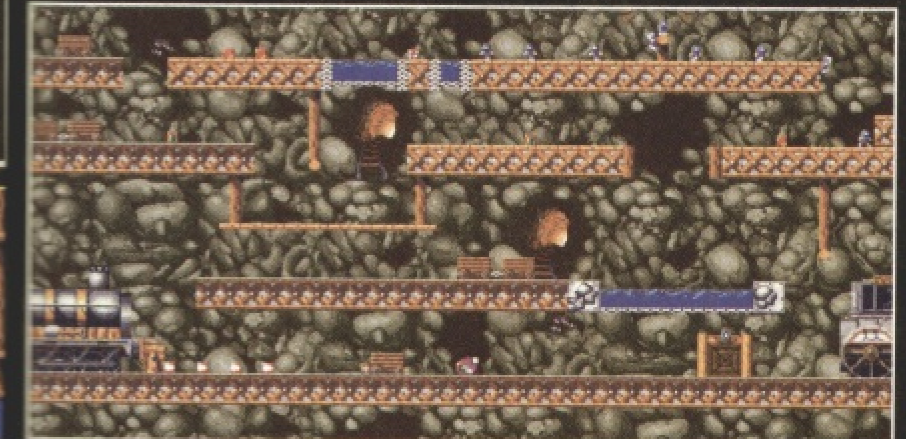
Turn the first lemming from the right-hand door, and the second lemming from the left-hand door into blockers. Turn the third lemming on the right into a blocker right next to the other one, and free the original blocker. Jump him across to the left, and pick up the bomb. Drop it just left of the centre of the platform, then turn around and pick up the ceiling walkers.

The bomb will explode. Turn him again, and use the plungers to walk across the dissolving ceiling and release the objects. Drop the plunger from the right edge of the platform, then turn around and pick up the bricks. Drop the bricks on the right-hand side of the platform, then go back and pick up the spade. Drop the spade next to the bricks, and pick them up instead. Build from the start of the gap up and left to the other edge of the gap. Drop the bricks, and pick up the spade.

Walk up the bridge you have just made, and at the top dig once to the right to open a gap for the trapped lemming. Drop the spade, and pick up the bricks again. Build across the gaps to the right. Using the freed lemming, pick up the spade and climb up the bridge again. Dig down from the top of the bridge, and turn the lemming into a blocker. Using the first lemming build across the gaps to the left, and unblock the freed lemming, then dig vertically down about four times. Release all the blockers, and all 27 lemmings will escape. Phew!

LEVEL 11

The first two lemmings will pick up ceiling plungers. The lemming moving right drops and picks up another ceiling plunger, drops down and turns into a blocker at the right-hand side of the platform. The lemming moving to the left drops off and picks up the wall plunger on the left platform. When he turns around, drop the plunger and fall to the lower platform, then jump across to pick up the spade and drop into the trough where all the lemmings are gathering. Release the blocker, and use the ceiling plunger, and he will fall onto the platform with the bricks on. Pick up the bricks, and then drop them off the right-hand edge of the long platform. Turn around, and pick up the umbrella, then turn again and drop the umbrella on the right-hand edge of the platform next to the trough of lemmings. Turn around, and pick up the bricks, then drop them off the right-hand edge of the platform. Pick up the umbrella, drop off the edge, and pick up the bricks when you land. Build from the ledge diagonally up and left, and using the digger free the lemmings from the trough. All 27 lemmings should now escape.



LEVEL 12

Make two blockers to the left and right of the pillar. Release the leftmost blocker, and he will swim across the two pools. He will pick up the bricks, and build back across the pools. Turn him around, let him drop down, then drop the bricks and pick up the grenade.

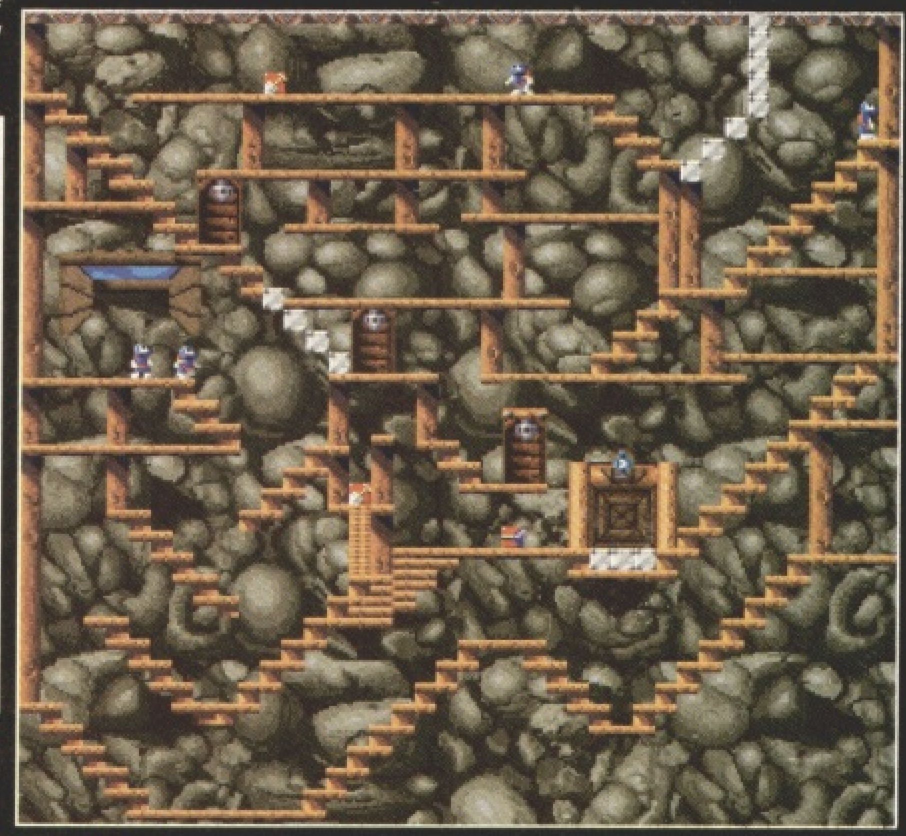
Use the grenade to blow a hole in the pit below him, let him drop all the way down to the left, drop grenades and pick up a HADOKEN. Walk over the mine cart and use the HADOKEN on the purple baddy. Release the rightmost blocker, and pick up bricks to build across the gap. Once done, release the other two blockers, and all 27 lemmings should escape.

LEVEL 13

Let the first lemming get out, drop down and pick up the bricks. Turn the third lemming into a blocker. Build up so that he can pick up the wall suckers; then use the suckers to scale the steel blocks. Pick up more wall suckers, and do the same on the wooden blocks. Drop the suckers, and pick up the spade to dig through until he runs out of diggers. Pick up the bricks, build up to the wood blocks, and then build steps on the left-hand side of the blocks. Do the same with the steel blocks. Build from the right-hand edge of the highest steel block, and build seven blocks in an up/right direction, and then eight blocks vertically upwards, then build down/left to the exit. Turn around, and go down to the group of lemmings; then release the blocker and all 27 lemmings can escape.

LEVEL 14

Jump the first lemming across the gap to the right, and make the third lemming a blocker so the others can't fall through the gap. Make another blocker behind him, so that you can free the first one later. Pick up the umbrella, and drop of the edge, then pick up the bricks where you land and turn around. Build across the gap to the left so that you catch the lemming what has been walking on the dissolving platforms. Turn the freed lemming into a blocker, and let the other lemming build up to the exit platform. Free the first blocker, turn him around and pick up the spade, drop him down and turn him around, then bash through the wall to the right and release all the blockers to let all 28 lemmings escape.



LEVEL 15

First lemming out, turn into a blocker. Let one of the trapped lemmings pick up the spade, and dig through the platform just before the steps. Dig down at the right-hand side of the platform, and dig diagonally up/right through to the other trapped lemming. Turn around and dig down. At the bottom of the steps drop the spade and pick up the wall plunger. Use the plungers on the left-hand wall, then drop down, pick up the spade,m and let the floor dissolve. From the top step, dig up/right to the exit, and then release the blockers to complete the level with 30 lemmings.

● More adventures with the Shadows next month!

It's Golden Oldie time again, when we drool over the games that have stood the test of time (ie. they have all, at one time or another, been released), and ask them if they could fill up a few pages, because there aren't enough new games with half their vim and spunk. This month the dregs of F, all G, H, and the hem of I.



FLYING SHARK

Gain a high score and enter the following initials for various effects:
RHL — for acid men
JGL' — full fire power
KDJ' — for infinite lives
RAB' — for immunity
HSC' to turn the screen black (?).

On typing the last letter of the initial you must hold down '5' on the numeric keypad. On the High Score table enter 'HSC' for unlimited lives, or try 'KDJ' for invulnerability (never die).

FOOTMAN

In the first maze of "New Taste", you can hide from the ghosts and collect points from the fruit that emerges periodically, if you go to the upper left corner entrance to the tunnel.

FORGOTTEN WORLDS

When the game has loaded and the title screen appears, hold down the SHIFT key and type "ARC". Release the SHIFT key and press HELP to start the game. From now on S will advance you to the shop and N takes you to the next level.

FORMULA ONE GRAND PRIX

When taking part in a non-championship race, drive around until you are on the last lap. When you next come to the pits, drive in and pull up to your pit crew. Wait there until the"Race Over" message appears, and no matter what position you were in, you will have won the race.On the last lap go into the pits, apply your brakes and press the escape key to quit the race. Accelerate the time, and you should if you were close enough to the leading pack, win the race.3) Slip into the pits after your first lap and then simultaneously hold down the keys that make up the word"PALIR" and press the fire button.Not only will you be unable to crash but the game will not react as though you have pressed F4.

FULL CONTACT

In single player mode type: QAZWXEDCRFVTGBYHNUJM (you must not press the S key when you type in this sequence of diagonal keys on keyboard.

FUSION NOTE

Don't know which of the two cheats work:

Enter your name as SWAMP THING (with space) on the high score table, in-game pressing 'T' cycles through the extra weapons; 'B' activates large bullets; 'S' provides shields; and 'E' brings up the cheat mode where levels may be selected at will by pressing the '+' and '-' keys on the numeric keypad.Move the joystick diagonal up/left, press fire, then press E.

You now enter the game editor. Pressing Esc returns you to the level selector mode (pressing Space from the level selection mode returns you to the game). While in the game editor, press these keys:
P — alter the game's palette (use 1,2,3,4,5 and 6 from keypad)
X — modify the exits (use — and + on keypad to select exit number, then press S, then use + and — again to set the exit level. Use cursor to set position)
W — weapons distribution, works like the exits distribution mode.

Start the game as normal, collect the ship and fly to the extreme top left of the playing area. Disembark from the ship and drive the buggy into the corner. Type in STONKER and re-enter the ship. Now pressing D cycles through the available weapons (including shield plus weapons), and pressing C cycles through the levels.

NOTE: when entering a level, it's always best to station the ship at the top left of the screen again, to avoid appearing at an illegal position, or even off-screen. On the second level repeat the above process, getting the buggy back in the top left hand corner, and retype STONKER again. It now enables the ship to fly through walls, and pressing F while hovering over switches allows them to be collected while in the air.



GAUNTLET II

You need 2 keys and 2 locked treasure chests. As you open the first chest,hold down the Help key, collect the treasure. Open the second chest while holding down Insert. An Ankh will appear and you must collect it. You'll hear a gong. You should now have 50,000 health points and 32,000 reflective supershots. The shots will vanish once you leave the level, and if you pickup an amulet, the counter will be reset to 10 shots. (?? What Insert Key?)To avoid tricky levels, pause the game and wait for three minutes.Press fire and all the walls turn to exits. This happens anyway, but if you pause the game, you don't lose energy, and won't get attacked while waiting three minutes.To get into the secret room, clear the dungeon completely, picking up the super shots last, then go to the exit without pressing fire.

FUZZBALL

On a really hard level, wait for ages until your time runs out. A swarm of bees will now fly at you. Shoot as many of them as you can. It does not matter whether you die. After losing a life, the bees disappear, as have the baddies. You are then free to complete the level with no foes.GALAXY FORCE 2

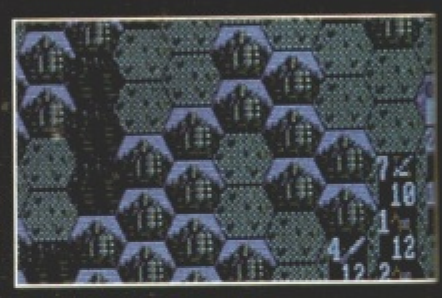
On the title screen, or during play type 'DONKEY', <F3> takes you to the end of the level.

GATES OF JAMBALA

On the title screen type "YICKE YACKE HIHNERKACKE" (with spaces), hold down the left shift button, hold down "1", release"1",release left shift.The title should turn to blue. Go to the game. Keys 1 to 7 take you to the levels, F1 to F5 select weapons and "G" gives you gold. Check out the other function buttons as well.

GEMINI WING

When you are about to be killed for the 4th time, press the left mouse button to bring up the second player, and keep pressing the fire button until you're killed. You will appear at the bottom of the screen.Or, try typing the following passwords to warp to each level:Type P to bring up password system:Level 2 - MRWIMPEY 3 - CLASSICS 4 - WHIZZKID 5 - GUNSHOTS 6 - DOODGUYZ 7 - D.GIBSON



GENGHIS KHAN

If you get a land that isn't connected with an enemy, move everything to your home country. The land will be safe, but if another leader captures a nearby land, make sure you put something back in or he will attack on his next turn.Do not move all your forces into your command unit, or an the enemy commander will wait till he is down to his last few men and challenge you to a one on one fight. If you lose he will get half your command unit.

GEM X

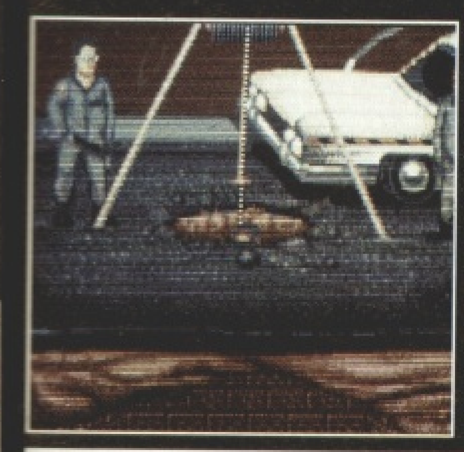
Level codes:

B EARTHIAN	K TURRICAN
C KENICHI	L REDMOON
D INOKUMA	M CAMPAIGN
E BURAI	N MAGAMANN
F BADMAN	O SYVELION
G NETWORK	P FMTOWNS
H YOKOHAMA	Q CHIERIE
I EXACT	R GAMERION
J X68000	S ZAWAS

If the level is too hard, press RETURN to get to the next one.







GHOSTBUSTERS 2

When the Activision logo appears hold down the keys 'ALT', 'CONTROL','S' and 'U', in-game this should give you infinite energy for levels1 & 2 but not for 3. Press fire to begin game.This also stops the cable from breaking on Level 1.Turn your AMIGA on, wait for the hand to appear, insert disk TWO, the hand will disappear, and then come back, now insert disk one. During gameplay, press <ENTER> on the numeric keypad to advance a level.

GHOSTS `N' GOBLINS

Enter ')!(' into the high score table and select the option 'END' from the table. Start a new game and you'll find that when you've lost you're armour you're invincible, and just for good measure you have infinite lives, too.



GHOULS 'N' GHOSTS

After starting the game, quickly type 'KAREN BROADHURST' forinvulnerability. The message `cheat mode on' should appear if you have done it correctly. Holes and time running out will still kill you.When the credits appear, type DELBOY. "Cheat mode activated" will appear, and you are invincible, providing he doesn't fall down a pit.

GIGANOID

Press the CAPS LOCK key on the player select screen and a message appears.Start the game, and lo and behold, MORE LIVES.

GLOBULOUS

Type Zvmo!EG as a password for the cheat mode.NOTE: Use upper and lower case as shown!The most important thing to remember is that ALL the puzzles can be solved without losing a life, so if you lose a life and think its the only way to solve the screen, look closely. Some of the puzzles get pretty obscure after level 10, but once you eventually beat them you'll kick yourself for not seeing the solution earlier.Look before you leap. Think about how the screen will look from a flipped perspective. A lot of jumps you make will be unnecessary and waste time and switches if you don't.Make sure you have enough switches, at least 10 per screen. It is possible to get stuck on a downward slope with no way to get back up or kill yourself, and the only way out is to press ESC and start the whole game over.Here are a few codes you might like to try: Level 06 - IVEs8AZ? Level 11 - dynle1cJ

GOBLIIINS

Level Codes: 2) VQVQFDE 3) ICIGCAA 4) ECPQPCC 5) FTWKFEN 6) HQWFTFW 7) DWNDGBW 8) JCJCJHM 9) ICVGCGT 10) LQPCUJV 11) HNWVGKB 12) FTQKVLE 13) DCPLQMH14) EWDGPNL 15) TCNGTOV 16) TCVQRPM 17) IQDNKQO 18) KKKPURE 19) NGOGKSP20) NNGWTTO 21) LGWFGUS 22) TQNGFVC

GODFATHER

Pause the game using the HELP key and type in the words PIZZA HUT to activate the infinite energy cheat mode.



GODSNOTE

Type in 'SORCERY' on the password section to get infinite energy. If this does not work try it on the main screen or whilst playing.HINTS:Learn the levels before going for the bonuses.It`s not always a good idea to collect valuable items as it tends to make the monsters much more aggressive.Sometimes it pays to lose a life before entering a new level to fool the computer into thinking you`re not that good a player, this means the next stage will be easier.On level two, buy a shield and a magic potion, then get three fireballs and three stars. Spend all of your remaining money on food and health. Collect all the gems in the usual manner. Then get a key and make for the exit.When you descend the last ladder, two thieves will appear, make sure that you don't quite have enough energy to survive a direct contact! Before going down the ladder, release your potion, then climb down and open the door. Stand in front of the door ready to leave, but don't push up yet! Wait until the thieves jump down at you and as soon as they touch you push the joystick up.You may lose that life, but then something rather strange will happen. The bonus will start to whizz up for quit some time, until the game stars again on world two with 28 extra men and about 5 million points!

GOLDRUNNER

Type 'EASYMODE' on the high-score table. From now on, F9 skips levels and makes you invulnerable. F8 turns off the cheat mode.Start a one player game and crash into the first building. Now hold down the 'F5' key until the status screen appears. You should now be able to fly unscathed through everything.Press 'F2', 'F5', 'F4', 'F3' one at a time in that order. You then have infinite speed, lives, and energy.Hold down F5 for a few seconds for an indestructible ship, press I to move onto the bonus screen and press U to leave it again. By continually pressing I and U it is possible to skip all the levels.

GRAVITY FORCE

Type WARP# (where # is the level you want to start on) when asked for a password.The following are several actual passwords to enter game normally:

Level codes:	
5: AGNUS	25 - VISION
10 - PARSEC	30 - ORBIT
15 - CRYSTAL	35 - PALACE
20 - REACTOR	40 - ALIEN
	45 - FALCON

GREAT GIANA SISTERS

While playing, hold down the keys A,R,M,I and N to skip to the next level.On level 3 stand at the end of the row of blocks and jump up to hit an invisible block that takes you to level 6.

GREMLINS 2

The game is impossible but if you can get at least 3000 points to get on the hi-score table, you can activate the cheat.Type SINATRA on the high score table for infinite lives.

HACKER 2

Type the word cover when it asks for your name and it will show the win page. Also try these:
COVER H2SC: jumps to the win page
TITLE H2SC: displays the title page
DEMO H2SC: speeds up game & jumps through check procedures for cheating.

HADES NEBULA

Enter MONITOR when you're on the high-score list. You should now have infinite lives.

HAGAR THE HORRIBLE

Level Codes:	
1: FEAFGN	4: UQFXPY
2: JVSAMK	5: FSXRIC
3: ASGAPQ	6: DZAETG
	8: WFYILD

HAMMERFIST

Play the game enough to get on the high score table.Enter your name as TAEHC OT TNAW I (with spaces) then start a new game.Skip levels by pressing F7.Another source says to type 'TAEHC OT TNAW'

HARDBALL

Various hints:

- All stars are better than champs
- Only steal if you actually hit the ball
- Try to get a lot of runs early, as the computer team improves towards the end
- Bunting rarely works
- Halfway through the match, swap Laws for Wells and Wratten for Harris
- The best pitchers are Oliver, Perez, Leary, Cook. The others will only be successful for a short while
- Never pitch fast balls to the center as they will usually result in home runs
- Change pitchers after a few innings, because as they get tired, their accuracy and speed get worse.

HARD DRIVIN' & HARD DRIVIN' II

Get to full speed (preferably but not necessary) and press 'N' for neutral.Now you can cruise along at full speed with easy steering and invulnerability. As long as you stay in neutral you will have unlimited time as well.Another trick is to repeatedly hit the 4 key (4th gear) until the program has an error. Continue with the right mouse button. Repeat until you get a high score.At the start, turn the car around 180 degrees. The display should now show the WRONG DIRECTION message. Head off under the bridge until you get to a split in the road. Take the right hand branch and keep going until you reach a checkpoint. Go through and turn the car through 180 degrees until you're heading the other way. Go back through the checkpoint in the right direction and you should hear a ping. Keep going to the finish and once under the bridge let the clock run down to zero. You'll now get a message saying that you've qualified for the race!!



HAWKEYE

Pause the game and press the DELETE key then when you die you will be warped to the next level at the end of the game. Press 2 to go back and forth between the stages.Also during the game, pause and press `Help' key, then unpause and you should have infinite lives.



HARE RAISING HAVOC

If you press Left ALT, CTRL, SHIFT and F5 keys simultaneously you can advance to the next level.

HARLEQUIN

The four heart pieces are located in the rooftops, hell, cutesy land and sheet muzak

HELTER SKELTER

For tons of lives, follow these instructions: Set up a two player game.Player 1 must get an extra life. Now both players should lose all their lives. Player 2 will return with 99 lives, and when he loses one life,Player 1 will have 99 lives too.Here are the passwords for those elusive later levels.

Level codes:			
11	SPIN	41	GOAL
21	FLIP	51	LEFT
31	BALL	61	TWIN
		71	PLAY

HEROES OF THE LANCE

Some general tips:

I Arrange your party so that the first line consists of two strong warriors,Raistlin and Goldmoon. This allows you to use Raistlin's magic and the healing staff of Goldmoon without too much hassle.

I Save Tanis and Riverwindfor the later levels, where the bows come in handy.

I When fighting GullyDwarves, use Tasslehoff who is the same height as them. His sling stones will never miss.

I Avoid fighting Hatchlings, they're not worth it. Just turn and run when you meet one; when you reach an intersection move into a new path and wait a little. When you return, the Hatchling will have gone.

I Killing Bozaks: two methods: 1) get Raistlin to use a web, sleep or charm spell to stun it, then send a warrior to clobber it to death, or 2) select Flint, who is a dwarf; 9 out of 10 times, the Bozak's shots will go over his head; get close to enter melee combat, and use low thrusts to kill it.

I Spectral Minions: they're easy to kill, so use a warrior.

I Wraiths: a well-timed throw of an axe kills them every time. If you miss, use a sword and chest-thrust movements. Don't let it get too close to you!

I Spiders:use low thrusts to keep them at bay. If they get through your guard, retreat until you can turn and fight again.

The blue and green potions restore health, red slows down monsters, and yellow gives your characters extra confidence.

HILLSFAR

When picking locks with your tools press the F key and all will be revealed

HOI

On the level access screen, place the LVL mouse pointer in the far bottom right of the green quarter screen. The bottom L must be positioned in the corner with pixel perfect precision (two pixels on the pointer will be hanging over the edge to the right). Click the left mouse button, then shift the LVL mouse pointer to the very top left of the screen (as far as you can physically move the mouse to the top left) and click the left mouse button again. You should now have access to the first four levels.

HOOK

Go to the Bait and Tackle shop and pick up the mug next to the candle. Then keep doing 'pick up' in the space where the mug was and you'll get all the items needed to complete the game.

HORROR ZOMBIES FROM CRYPT

To help ease up on the terror hold down the `M' and `.' keys for infinite lives. To skip levels type CHEATMODE during play and F10 will then take you to the next level.

Type in BOGEYMAN for infinite lives

Level codes:	
2: WOLFMAN	4: LUGOSI
3: HAMMER	5: NOSFERATU
	6: GARLIC

HYBRIS

Load the game as usual and don't do anything until the high score screen appears. Type 'COMMANDER' and then press the fire button. After a few moments press F10. If your ship flickers you are now invulnerable, and have infinite expansions and smart bombs. First press F7 then;F1-F6 = Other Six Levels of 'expansion' (you can still capture the capsules)F8 = Advance a level (There are three)F10 = Turn cheat mode on/off. You cannot get a high score with the cheat mode on.At the title screen type SPACE or ESC key (I forgot exactly which one)Now you'll get a screen in which you can edit a lot of game parameters.

HYDRA

Type in 'KILLKILLKILL' during play to enter the cheat mode. Now pressing 'F' will top up you fuel. The RETURN key will cycle through the weapons.

IKARI WARRIORS

Play game, get high score, type FREERIDE and press Return. When the highscore table is displayed next, it should say 1988 FEB where you entered FREERIDE, indicating that the cheat is active. Play the game and you should have infinite lives...

HUMANS

Level Codes:

1: DARWIN
2: ANDIE PANDY
3: GET A LIFE
4: CARLOS
5: HOWIE
6: MOOBLE
7: CSL
8: THE HUMBLE ONE
9: PIXIE
10: MILESTONE
11:.WAR WAR WAR
12: J MCKINNON
13: UNLUCK
14: BLUE MONKEY
15: RED DWARF
16: BAD TASTE
17: THE KITCHEN
18: CJ
19: SORT IT OUT
20: SMART
21: VILLA3BORO2
22: EARLY MORNING
23: BORO4LEEDS1
24: EASY LIFE
25: JIMS TIES
26: PARKVIEW
27: NICENEASY
28: GREEN CARD
29: COOKIE
30: MALCY MALC
31: RAVING BURK
32: YOU GOT IT
33: SGNIMMEL
34: MINISTRY
35: MAD FREDDY
36: BIZARRE
37: FREE SCOTLAND
38: APPLE JUICE
39: PAYDAY
40: BANANNA MOON
41: BONUS
42: BOUNCING
43: NO MONEY
44: A S F
45: VISION
46: SISTERS
47: FAST FASHION
48: CARGO
49: RAB C NESBITT
50: RANGERS
51: RAINBOW
52: DOODY
53: MIGHTY BAZ
54: TIRED
55: CONSOLIDATED
56: STAY HAPPY
57: AMERICA
58: ANOTHER DAY
59: ISOLATION
60: PROMISED LAND
61: DAEMONSLATE
62: BIG RAB
63: MIAMI VICE
64: MARGARET M
65: A34732473
66: HELP ME
67: THE EXILES
68: EIGHTLANDS
69: WINE AND DINE
70: NIN
71: TECHNOPHOBE
72: GETTING THERE
73: TIME IS
74: RUNNING OUT
75: LORDS OF CHAOS
76: NOW ITS DONE
77: IM OUT OF HERE
78: HERES TO A
79: BETTER LIFE
80: BYE BYE BYE



HUDSON HAWK

Type SCIENCEFICTION (no spaces) on title screen for infinite everything.Press DEL key to skip levels.Type SANITYCLAUSISCOMINGTOTOWN (no spaces) for infinite lives.

IMMORTAL

Just a few codes to help you along the way:

Level 2 - 757fc10006f70
Level 3 - 6e1ec21000e10
Level 4 - 465fa31001eb0
Level 5 - d4bfd41000eb0
Level 6 - bcfef51010a41
Level 7 - 6b10f61010ac1
Level 8 - e590d710178c1

Another source gave the following codes:

cddff10006f70 (level two)
oadda21000e10 (level three)
bfdfe31001ebo (level four)
09de443000ebo (level five)
3b7fd53010e41 (level six)
6b10fb1010a41 (level seven)
e590d771018c1 (level eight).

IMPACT

Here are a few level codes:

11 - GOLD	31 - WALL
51 - HEAD	71 - ROAD
21 - FISH	41 - PLUS
61 - JUMP	81 - USER

IMPOSSAMOLE

Enter these codes on the high scor table, one at a time: COMMANDO - No time-limit for weapons HEINZ - For three full power bars ANNFRANK - Restore energy LUMBERJACK - Double length energy bar OUCHOUCH - Walk on water without dying JUGGLERS - Try it yourself

INDIANA JONES & THE LAST CRUSADE

(Arcade version)

If Indy has trouble beating the evi Nazis, simply type: JEHOVA when the title screen appears. The screen wil flash momentarily, indicating that the cheat is activated. Now simply press

L: skip levels

2: advance to key points within stage

Type SILLYNAM on hi-score table fo continuous credits.

INFESTATION

For those who can't get into the under ground complex to play the game:Firs find a small, upright, rectangular bo with two flashing squares on it;(coords 90,30).Face the flashing squares, hit F2 to bring up the computer, and enter the words KAL SOLAR to activate it. Hit F2 again to exit.On the way you shoulc have passed a shower-like structure (coords 50,50). That is the transporter Go back and enter being very careful to face in the direction of the flashing arrows. It will take you to the complex

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SNIP TIPS

Snip Tips is a place for cheats, a place for impatience, and a place to pick up some free software! Thanks as always go to the tippers who've helped out with this issue, as does the standard bribe that any sterling efforts will be rewarded in kind. Get your pens in gear, and write to me, Mr Tips, at The One's usual address.

FLINK
Psygnosis

Thanks to Martin Lewis of Darlington, who wins himself some free software for discovering a rather intricate cheat for this excellent platformer. Start the game as normal and then crouch down. Holding down, press the pause button, and with the pause button held, press right right right, left left left, right right, left left, right, left. A new option should now appear, enabling you to sod around with all sorts of game parameters. Excellent! (How do people find these obscure cheats?)

SWOS
Renegade

Look. I've no idea why we keep getting tons of people saying that by pressing 'M' you get tons of money, or why by pressing 'W' during play you win, but I thought I'd print it even though we can't get it to work. Alright?

CANNON FODDER 2
Virgin

On mission 12, phase 4, destroy the gun turret to the right of your starting position, and a spinning gold 'S' will appear. Collect this and your soldier will become a General and receive fifty heat seekers. I'd thank the person who sent this in, but I can't read his writing. I think it's Paul Kent (but I'm not sure!)

FIRE AND ICE
Graftgold

Following some level codes a couple of months back, Matthew Bennett from Bromwich has an even more simple cheat. Press the left mouse button on the title screen and, hey-nonny, infinite lives. Nice one.

WALKER
Psygnosis

There's been a lot of confusion about the 'Muddy Funster' cheat not working on recent versions of this violent budget release, so instead type in 'WALKER' on the title screen when it says 'press start'. Now you can skip levels by pressing CTRL, HELP and L together whilst playing. Thanks to Steven Morgan, who wins something free. Nice.

HOOK
Ocean

Thanks to Daniel Wiley from Worthing, who wins some software for this pleasant little adventure jobbie cheat. If you get particularly stuck, go into The Bait and Tackle and pick up the mug next to the candle. Keep picking up in the same place even though there appears to be nothing there, and you should find that you magically collect every item needed to complete the game!

PROJECT X
(Revised Edition) Team 17

Ian Strachan from Montrose reckons that by holding down the right mouse button and then hitting the Esc key, the screen turns black. If you now hit the Return key (with RMB still held) you'll warp to the next level. I've not had a chance to test this out, but hey! Wouldn't that be handy?

GLOBDULE
Psygnosis

Alex Simms again! NO! You're just showing-off, aren't you? Oh well, beats me having to do my job eh? Anyway, during play, hold down Ctrl, Left Shift, Left Alt and then press Right Alt. You can now use the following keys:

F3 — Meet your quota and open exits
F4 — Complete level
F9 — Restart current level
CTRL — Invincibility
C — Change score to screen location
T — Not sure!!

Also, if you press DEL on the main map screen, you can go to any level. On the level map, pressing DEL lets you go to any stage in any order, while pressing it during play lets you move anywhere!

FIFA INT. SOCCER
Electronic Arts

And Alex has yet another beaut for us, with some codes to be typed in over the option mode. If they don't work immediately, just re-enter them.

YYYXAAAB = Invisible walls
XABYYBAX = Crazy ball
BARBYL = Curve the ball
BABBBBBBBB = Super kick
AAAAAYYYYY = Super goalie
AABBYYXX = Dream team
LLLLLRL = Super defence
RRRRRLR = Super offence
SMILERULEZ = Player 2 can't kick the ball

CHAMP MAN. '94
Domark

Thanks to the various chaps and chappesses that have sent this one in over the last few weeks, it's great. Type your name as 'Mr Bulgaria' and choose Tranmere Rovers as your team. Thus, £30 million is yours!

POWERDRIVE
US Gold

Many thanks to Mr Tony Friend of Didcot for some rather handy level codes on this rally-o-rama.

BLJULCBMMBBB1UDLXMHC — Stage 2
CBGCSFM8MBBCWSQ3XMH5 Stage 3
D2PB2LXFQBBB2GU4XMHN — Stage 4
CLJBUCXFQBBCLG2XXMHX — Stage 5
BUPB0FFFQBBDWWYQXMHM Stage 6
BQDUJB2VQBBFLNCHXMHR Stage 7
CGCBNGBV3BBCJBDSXMHJ Stage 8
B2DULB5F3BBCZD7TXMHJ —Stage 8.2

NAUGHTY ONES
Kompart

On the title screen, type JOSHUA for infinite lives (obviously a fan of War Games). During play you can press DEL, SPACE or RETURN to skip to the next level (don't skip to the last level, though, as it crashes).

SKELETON KREW
(A1200) Core

Ta very much to Edward Corr Jnr. from Co Kilkenny, who wins some free software for being the first in with this little cheat for the isometric Core blaster. On the character selection screen, type in I WOULD RATHER BE WATCHING FOREST (with capitals and spaces) and then press the space bar. You've now activated the cheat mode, and by pressing the following keys, can access all manner of fun.

Press the FULL STOP key for a level skip. Press enter on the keypad for nine lives (which can be repeated whenever you fancy). Type in COLLECT MONEY for 9999 points and a extra life! Excellent.

CHAMP. MANAGER
Domark

Ollie Murphy from Broxbourne has found a rather handy little bugettra for this Fussball spielen. Because he needed a left-winger, he loaned out N. Lamptey (Villa! Villa! — Harry.), but no sooner had the Ghanaian wizkid kicked a ball than he picked up an injury for 56 weeks! He then had a Coca Cola Cup match and was cup-tied, but after the match he checked out the player, and the injury was gone. So, it would seem, loan out any injured players to a team who are going to play a Cola Cup game, and the lucky blighter will suddenly come over all fit again!

THEME PARK
(A1200) Bullfrog

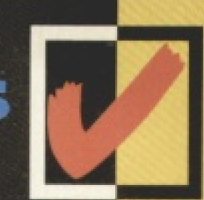
Ta, ever so, to that nice Mrs Janic who has found that by entering your nickname as 'Mike' in the set-up screen, you can then bring up all of the rides by waiting until you're on the grass and then pressing Z and X a few times. Whats even more exciting is that once you're called 'Mike' you can press C to gradually build your money up.

ACTION REPLAYS

BC KID
M00069A — LIVES

SECOND SAMURAI
MC617E6 — LIVES (P1)
MC6171E — LIVES (P2)

T2 ARCADE GAME
MC0030C — CREDITS
MC00263 — MISSILES (P1)
MC002B3 — MISSILES (P2)



GAMES SURGERY

Here we go again! More injured and weary travellers have collapsed in the surgery's waiting room, and it's down to me, Matt The Medic, to sort the bleeders out. Alright, who's first? Trousers down.

DONKEY AWARD

Indeed! Only the third Donkey Award ever goes to Matthew Clegg from Oldham, who has written in to tell me that he's just completed some new fangled adventure game called, er... what was it? Oh yes, *The Secret of Monkey Island*, apparently. He also, very kindly, included a complete solution to this game. Er, thanks mate. Perhaps a few years ago this might have been useful, but as such is now a museum piece. Incidentally, have you seen that new *Space Invaders* thing?

Dear Matt,
Could you please give me a hand with *Monkey Island*? I've got onto the ship and am walking around all invisible like, but don't know what to do next?

Someone,
Somewhere.

Sorry that I've managed to lose not only your address, but also your name. Having looked through the official solution (How about the one from that nice Mr Clegg? — Andy), I'm told... "Once on board, find the captain's quarters. To open the door, use the magnetic compass from Stan's. To kill Le Chuck..." well, work that out yourself!

Dear Matt,
I recently saw what you wrote about how many ships you have to kill to become 'Elite', and was a bit gobsmacked to say the least. Do you really have to kill that many people, and is there really no cheat that lets you improve your rating?

Paul Shankley
Bristol.

The closest thing I've had to a 'ratings cheat' is this little hint from a Frontier nut, name of Adam Jeffrey. To do it you'll need a 30W Mining Laser and a nice juicy asteroid (try Mars, where two asteroids orbit as the moons Phobos and Demois). Use autopilot until you're relatively close, and them manually bring her in to about 2Km away from the asteroid. Now point your laser at the middle of the asteroid and start firing. After a while you should get the "Well done commander" message, which we all know is how your rating is compiled. If you start this on Harmless, it's fairly obviously going to take you ages to get anywhere, but patience is a virtue. Or something.

Dear Matt,
Can you help me with *Beneath a Steel Sky* on the CD32? I've got your solution, but can't get more than about an hour into the game? Please help!

Paul Poser
Chadwell Heath

Nil problemo, Senor Clever. Here, have some level passwords. 709124, 018365, 543691, 810354, 754267, 180283, 986254, 280870, 648912, 326355. Okay?

Dear Matt,
Please could you tell me how to throw your opponent into the green acid on *Mortal Kombat 2*. Help, I'm dying.

Sandip Patel
Milton Keynes.

Milton Keynes, huh? No wonder you're dying. Anyway... when it says "Finish Him!" go up close to your opponent and hold down. Now press fire to uppercut, but instead of just tapping it, hold fire and then IMMEDIATELY push down and away. If performed correctly, your victim should fly gracefully into the slime!

Dear Matt The Medic,
I am stuck in the 'Vengeance' episode of *Star Trek: the 25th. Anniversary*. Nothing I do seems to make the slightest difference to the outcome of the battle with the fake Enterprise. I always get killed. I can hit the fake before it gets out of range and the Elasi backup arrive. Then, while I'm firing away, another ship shoots me and I die.

D Austin
Ipswich.

Okay... before you beam over to the destroyed starship, choose option #2 and then beam over and use McCoy on the injured crewman. Next use the tricorder on the ship's control panels (above the captain's chair) to read the last log entry. Go south and use McCoy's tricorder on the woman, then talk to her and use the communicator. Select choices #1, #1, and #2, and then SAVE THE GAME!

With your game saved, you're now ready to engage the fake Enterprise, so set your speed to either two or three, which should make the enemy circle around your ship. This should make him much easier to shoot and destroy. When the two Elasi craft arrive, I'm afraid that you have to kill these too. There doesn't appear to be any easy way of doing this mission, so it's just down to saving your games and battling for your life. Good luck!

Dear Matt,
On *Simon The Sorceror*, I can't get past the snowman in the mountains. Please help me, and please write back to me and put it in *The One*.

Richard Vater
Gwynedd.

Blimey! You don't want much do you! Well I'm afraid I can't be your pen-pal but perhaps I can help you out with a cryptic clue. 'Hmmm, my word, these mints are extra strong aren't they?'

Dear Matt,
In the *Secret of Monkey Island*, I can do the Sword Master and the treasure hunting, but can't get the Idol of Many Hands. It's not getting past the dogs that's the problem, but I can't seem to find the file.

Stuart Garry,
Suffolk.

Okay... go to the governor's mansion and use the petal with the meat. Give this to the dog and enter the mansion. Fight the sheriff and go back to the prison. Talk to the prisoner and go to the shop. Buy some breath mints and go back to the prison, giving then to the prisoner. now give him the gopher repellent and he will give you a cake with a file in it. You can now use the file to get the idol. Happy hunting!

SHOW-OFF SHELF

MEDICATION REQUIRED

- Mark Waite would like to know what to do with the bible in *Treasure Island Dizzy*.
- David Shea from Spalding is stuck in *Bane of the Cosmic Forge*, where he appears to have tons of keys, but can't get anywhere. Does anyone know where he is, and can they help?

FREE PRESCRIPTIONS

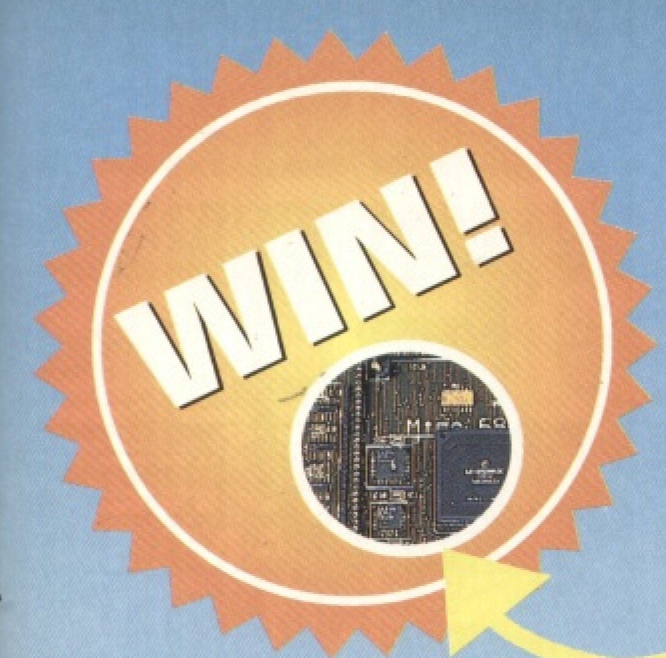
- Doctor K Stafford from Brighton Hospital has a cure for Joe Dwyer's *Larry 2* complaint (Feb '95). What you have to do is split your dosh by buying a swim suit, and then go to the music store which should now be open. Go inside and approach the woman at the counter who'll think you're a KGB agent and give you an Onklunk (?) From now on you have to watch out for KGB agents as they'll by trying to get the Onklunk back. Go back to Eve's house and go up to the bins. Type 'look in bins' and it will tell you 'no'. Try again and you'll be able to look, finding your passport. Now go to the harbour in the bottom right of the town, and give the passport and tickets to guard on the boat.
- Doctor Ricky Cusimano from Derbyshire has written in to help Marti Drachman with his February problem with *Elvira 2*. Although he can't remember anything about the burning room, he does know that to make the resurrection spell you need the following ingredients: brain, heart, scalp, eggs, a prayer book. This spell is used on the priest in the church, but look at the books in the library for help. Thanks Dr Rick, a prize is on its way!

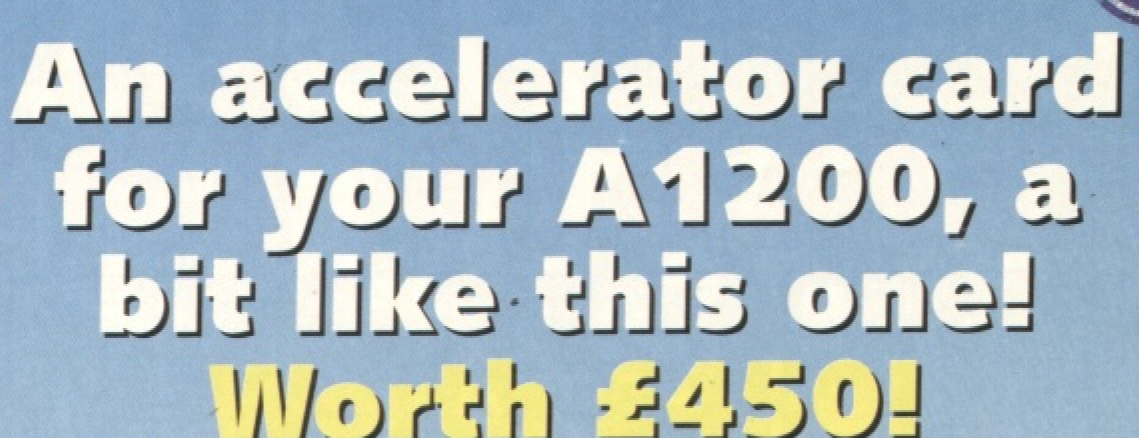
THE SURGERY IS NOW CLOSED

Bye bye all you luvverly people. Send all your game queries to: Matt The Medic, Games Surgery, *The One*, 30-32 Farringdon Lane, London EC1R 3AU.
Or, remember folks, now you can e-mail us at: theone@cix.compulink.co.uk (I'm always on the Internet channel #girls myself!) but please don't phone or send SAEs, 'cause I'm far too busy wasting time talking to Cyberbirds on 'The Net' to talk to real people (yes, Matt, we know, you complete tart — Everyone.). Feel free to send me your spare sweets, though.



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An accelerator card for your A1200, a bit like this one! Worth £450!

Sometimes speed is a distinct advantage, isn't it? I, mean, imagine you are being chased by a lunatic with a big knife — it would be great if you could run away quickly, wouldn't it? Or, what if you had to dream up a new competition at the last minute because some sod who promised you the riches of the earth just called to say: "Sorry to be such a total arse, Haz, but my brain just turned into Chicken Kashmir, and so I won't be able to help you out with that Compo after all!" It would be super if you could nip down the phone line there and then and shoot the bugger dead wouldn't it?

Still, I say, thank heavens for those top guns at Ocean, publishers of *TFX*, who want to give away one of those fab GVP A1230II 50Mhz accelerator card jobbies, with 4Mb of extra RAM (worth £450!) so that your A1200 can be very fast indeed. Mind you, they have a vested interest. Though Ocean says *TFX* works fine on the old 'twelver', (see our review on page 52) the softies insist that it will work even more finely-ier with one of these offensively technical-looking little tinkers stuffed up your computer's jacksie. So they've generously given one to us to give to you. All.

You see the snag there don't you? As we currently still have more than one reader, you'll have to fight each other for it. So what we want you to do is compose a funnier caption (not difficult mate — Andy.) for the aeroplane, (an Albatros DII, 'Bloody April' fans) which has just been shot down, and then send it in to us. You can use the caption bubble provided, or just write down your entry on a postcard or back of a stuck-down envelope. We'll print the winning caption and send its composer an amazing GVP turbo accelerator card! Couldn't be simpler, eh? Well it could, but then it wouldn't be any fun, would it? Send your entries into: 'Ooh, Werner, you are a Card!' Compo, *The One*, Priory Court, 30-32, Farringdon Lane London EC1R 3AU. All entries must reach *The One* by 28th May 1995.

Name:

Address:

Town: Postcode:

Here in not more than 20 words is my clever and amusing caption...

■ All the usual competition rules of course apply. Namely that the editor's decision is final and that no correspondence will be entered into. Ever. Also, all employees of Ocean and Emap Images are barred from entry.

ACH!! IF ONLY I HAD ONE OF THOSE VERDAMMT ACCELERATOR CARDS!

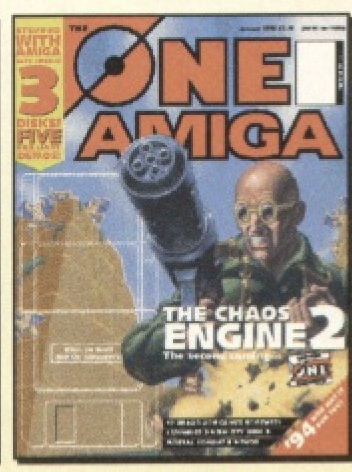
EAT MY SUPERIOR CHIP TECHNOLOGY FRITZ!



BACK ISSUES











Miss one of our fabby demos? Want to fill a horrid gap in your collection? Just learned to read? Did nice Mr Newsie run out of stock? Again! Are you considering a novelty draught-excluder? Well, why not try this special offer and buy one of our exciting BACK ISSUES. All you have to do is pay us exactly the right money, and we will send you any one or more of the hilarious old mags listed below! To order, simply fill in the coupon, and write out a cheque or Postal Order and send it to: The One Back Issues Dept., Tower Publishing, Sovereign Place, Lathkill St., Market Harborough LE16 9EF. Hurry! A big red fire might accidentally destroy the lot! Before we can increase the premiums.

JANUARY 1994

ON THE DISKS! Galactic: The Xmas Remix, a complete game from Stavros Fasoulas — plus a demo of Zool 2 and a complete A1200-only PD game! *WIPPED!* Universe, Cool Spot, Dennis & Gnasher and Heimdall 2 Part 2! *REVIEWED!* Mortal Kombat, Zool 2, T2, Microcosm, Bubba 'n' Stix and loads more. *TIPPED!* Players' guides to Body Blows Galactic, Combat Air Patrol, Jurassic Park and bundles more! *PLUS!* Programmers of Liberation speak! Massive preview of the games scheduled for release in '94.

JUNE 1994

ON THE DISKS! Armour-Geddon II, Gulp! Kung Fu Charlies! *WiPPED!* Super Stardust, Dragonstone, Embryo, Ruff 'n' Tumble, Kick Off 3! *REVIEWED!* Elfmania, James Pond 3, Traps 'n' Treasures, Last Action Hero, Bump 'n' Burn and a cast of thousands. Well, three actually. *TIPPED!* Complete solutions to Darkmere and Beneath a Steel Sky and a few other unimportant stragglers. *PLUS!* Some other interesting feature sensations, which weren't exactly about games.

JULY 1994

ON THE DISKS! Sensible Soccer International, Out to Lunch! Empire Soccer, Quik! *WiPPED!* Kid Chaos, Top Gear 2, Wild Cup, Psycho Pinball and several more! *REVIEWED!* Out to Lunch, Banshee, Crash Dummies, Impossible Mission 2025 is all I can remember! *TIPPED!* K240, Perihelion, MUPLC, Armour-Geddon II and ensemble. *PLUS!* The History of the Amiga before it all went went horribly wrong. With some pictures. Of us. Again.

SEPTEMBER 1994

ON THE DISKS! Ruff 'n' Tumble, Putty Squad, Dragonstone! *WiPPED! Cyberwar* (doh!) King of Thieves (doh!) ATR, Football Glory, Litil Divil and a hatful of songs! *REVIEWED!* Universe, Pinkie, Ishar 3, The Clue, On The Ball and sackful of dreams! *TIPPED!* Benefactor, Valhalla, Kings Quest 3, Out to Lunch, James Pond 3! *PLUS!* Brains! Who is the Amiga's cleverest programmer? And more than one other thing too, I shouldn't wonder.

OCTOBER 1994

ON THE DISKS! Alien Breed 2: Tower Assault, Zonked! (or X-IT as it is now very cleverly called) Sensible World of Soccer! *WiPPED!* Jungle Strike, Mega Race, PGA European Tour, and doubtless some further games in the making! *REVIEWED!* Theme Park, Litil Divil, Gulp!, Starlord, Reunion etc. *TIPPED!* Kid Chaos, Heimdall 2, Ishar 3 etc. etc.! *PLUS!* Peter Molyneux coughs up! And 'Everything you ever wanted to know about the Amiga, but probably already knew anyway'.

NOVEMBER1994

ON THE DISKS! Aladdin! Embryo, and, er that's more than enough for you buggers! *WiPPED!* Cannon Fodder 2, Powerdrive, Premier Manager 3 and a whole lot more! *REVIEWED!* Aladdin, FIFA Soccer, Football Glory, Guardian, Zonked! Which never came out, until now. Under a different name. *TIPPED!* Universe, Benefactor, Litil Divil and the rest of the games! *PLUS!* Dominic Diamond. Is Simon Byron's best mate. Because he's on telly.

DECEMBER 1994

ON THE DISKS! Rise of The Robots! And Mortal Kombat II. And really, we do rather spoil you! *WiPPED!* The Lion King! Mortal Kombat II, Sensible Golf et tout les autres. *REVIEWED!* Cannon Fodder 2, Premier Manager 3, Zeewolf, Jungle Strike, PGA European Tour! And so many more that my head's fallen off. *TIPPED!* Reunion, Robinson's Requiem and ladies accessories. *PLUS!* A fandabidozi MKII Poster! And that's it!

JANUARY 1994

ON THE DISKS! Jungle Strike! Battle Tanks! Holiday Lemmings! Skidmarks 2! Base Jumpers! Yes that's right the five of them. At the same time! *WiPPED!* The Chaos Engine 2! Pizza Tycoon! Shadow Fighter (special bluey edition)! *REVIEWED!* Mortal Kombat II, Dreamweb, Pinball Illusions, ROTR, Overlord, and far too many golden moments to mention here. *TIPPED! Zeewolf, Crystal Dragon, UFO ohh and I don't know, more games than you can shake a stick at!* *PLUS!* Behind You! The best games of 1994 (allegedly)! And tons and tons of insincere Xmas cheer!

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I don't think much of this lark! I'm snotting all over the place, taking fluids up my wot-sit, and yet they still expect me to write PD Zone while I'm at home in bed! Well... alright, but only if you promise to give me good ones! Matt Broughton coughs all over the screen. And drinks Lucozade.

BUBBLE TRUBBLE

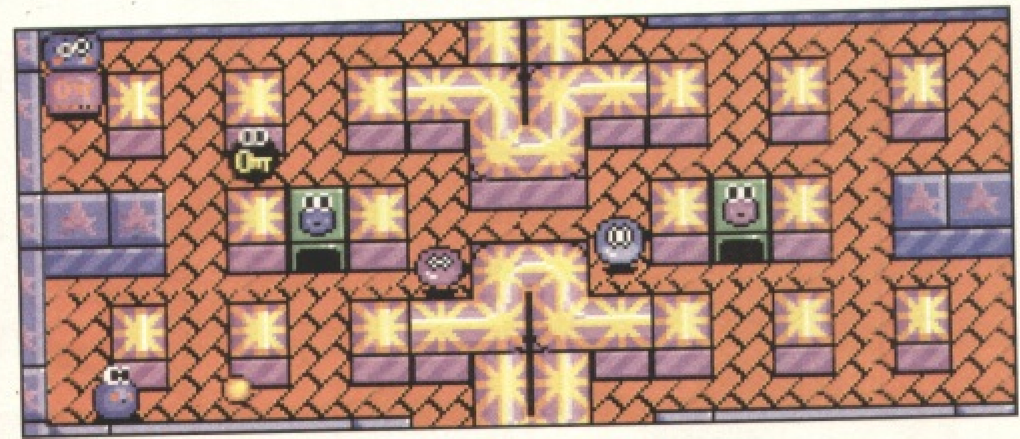
F1 Licenceware, Disk F1 067 (2 disks)

Ask me what *Bubble Trubble* is all about, and I'll tell you... there's some trouble, and it involves bubbles. Hmm...

Basically, the story here is that you have to release a set number of QTs (little cute things) from a large number of levels. The QTs themselves are trapped inside bubbles which must be first burst (hurst, worst) by either walking over them, or spitting at them from a distance. This is all well and groovy, but after the first level, the cutey lil' QTs are surrounded by a number of different coloured bubbly bubbles, and you can only affect the ones that share the same colour as you.

To solve this problem, you can pass through a number of gates that change your colour. So, you turn yourself orange and burst the orange bubble, then trot through the blue gate in order to burst the blue bubbles. Simple stuff, non?

But, of course, there's much more going on than I've mentioned, as you have to collect keys to pass through the gates, and apart from the odd bonus key that falls from the sky, you have to shoot keys from the nasty key monster (who kills on contact). This leads to plenty of maze



Anyone else remember Glees? Small, brightly coloured sweeties...

ZAXXON

Online PD Disk OG86

Zaxxon is unique in the history of arcade and home computer games in as much as that, though regarded by us oldies as one of the original classics, it's never really been cloned. The closest thing that springs to mind as far as gameplay goes is *Uridium*, but even that's viewed using a more traditional horizontal perspective. *Zaxxon* (for those of you too young to remember) appeared around the same time as *Scramble* and *Defender*, and was a strange mixture to say the least. Using the forced left-to-right scroll of *Scramble*, but over an isometric landscape, it introduced a new dimension to flying. And I mean that quite literally, because you could climb and dive...

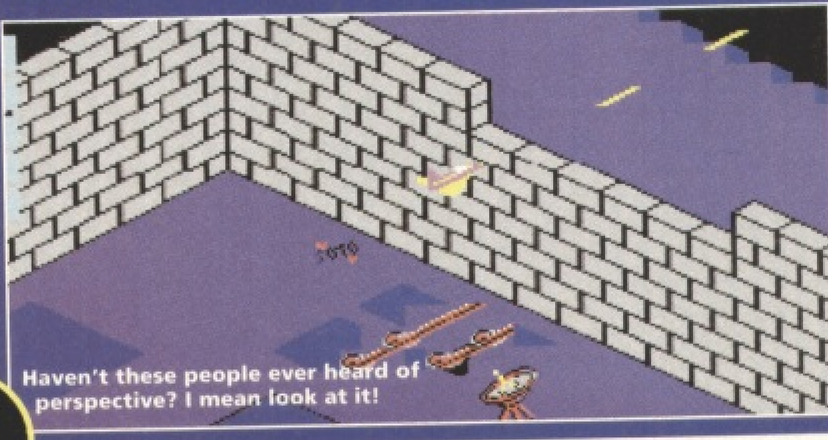
This basically lead to lots of ducking and swooping as progressively more testing levels rolled towards the player, forcing them to fit through tiny gaps in walls, not to mention squeezing through breaks in force-fields.

Along the way various targets offer themselves up for destruction, including fuel dumps, missile silos, and numerous ground targets such as enemy aircraft and towers. An altimeter at the side of the screen shows exactly how, er... high you're flying (No? Really? — Harry.) while the craft itself shrinks and grows giving a more immediately visual clue as to where you are in relation to other objects.

After each landscape, the traditional end of level guardian trundles on, with the normal 'hit 16 times to kill' rules applying. After this you travel through some open space against a few waves of enemy craft (who dive and change height rather annoyingly) and then it's back for more of the same.

As you've probably guessed, I'm not just recounting this for my own entertainment, but as instruction for what is essentially a spot-on clone. It's probably not the sort of thing that'll stand up too well in comparison with many of the other arcade games on offer in the PD sector, but for the nostalgic, goes down very nicely with a can of Vimto and a Human League album. (I'm just off to wipe a tear from my aged eye).

OVERALL 78%



Haven't these people ever heard of perspective? I mean look at it!

PD ZONE

AQUANAUT

F1 Licenceware Disk F1 068 £3.99

If you only ever buy one PD game, BUY THIS! No, I'm serious, it's such a good game that I even tried to get Andy to let me review it as a full page jobbie (only we didn't have enough room!) SEND OFF YOUR MONEY NOW! (Alright. Steady thy sword, lad! Andy).

I don't really know why *Aquanaut* has captured my heart so, but I wouldn't be surprised to find that deep down inside my brain's basements, there's a happy link with the past being made between this game and some of my old Spectrum favourites. Let's just say that anyone who's ever played *Excelon* or *Cybernoid* will probably twinkle when they see the graphical style the game employs.

The gameplay itself is nothing we haven't seen before, but is somehow constructed in such a way as to reward you just often enough to keep you playing — if only to see what comes next. Fortunately, you want to keep playing anyway, so this is just an added bonus!

The game itself pits you as the pilot of an underwater exploration craft working through a number of slightly different missions. As in all classic games of the 80s, there are a set number of targets spread across a selection of large and sprawling levels, with lots of hostages to be rescued, enemy mines to be destroyed, etc. etc.

You start off with a fairly basic craft, but by shooting what look like tins of cat food and then collecting their icon-ed contents, various additional weapons can be collected, along with power-ups for your standard gun. Missiles, depth charges,

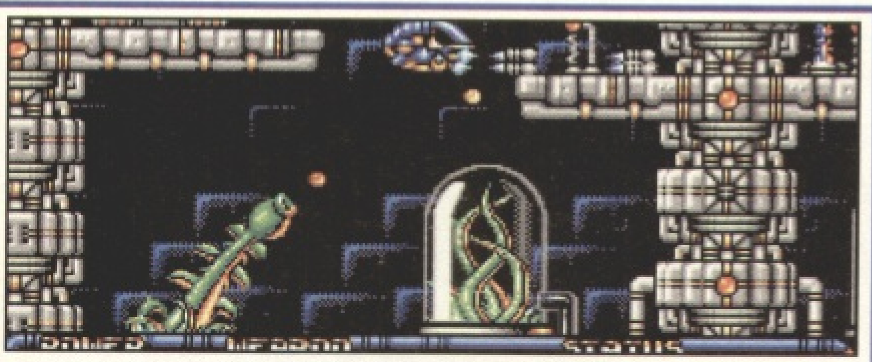
unning, and as later levels start to introduce further hazards such as bridges that can only be crossed in one direction, wall-mounted guns, and more aggressive and resourceful baddies, things can get fairly hairy (unlike Andy's chest).

Bubble Trubble is one of those cute-maze-puzzle-arcade games that we've seen so many times before, but this one oozes quality from the instructions and presentation, right down to some damn fine level designs. After every few levels a bonus round appears, where a more *Pacman*-style game takes over, and a number of sweeties can be collected as long as you're the same colour and can avoid the bad guys.



If there's one criticism to aim at *Bubb Trubb*, it's that the screen often becomes too crowded, and perhaps a little less detail on the level floors would have made things clearer. Apart from this eye-straining prob', it's an excellent game, and well worth a handshake or two for professionalism.

OVERALL 89%



This looks absolutely triffid, Trevor!

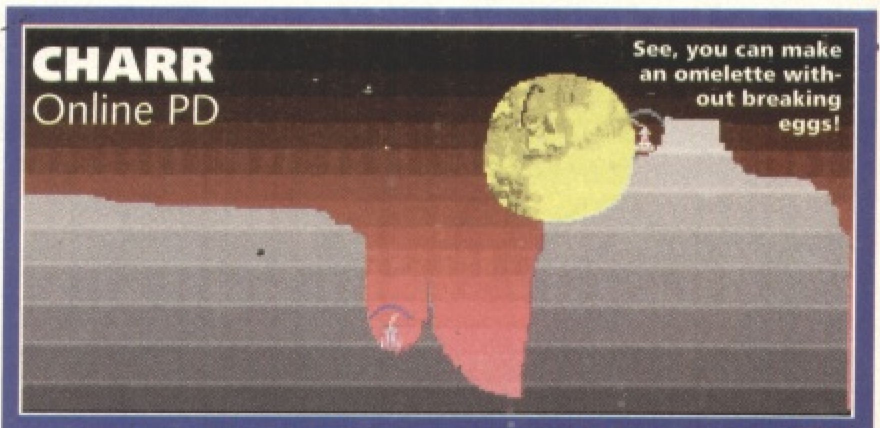
and rebounders are some of the toys on offer here, but must be used wisely as certain obstacles can only be breached with such doobies.

Once all of the targets have been collected or destroyed, you're directed to the level's exit, where an end-of-level baddy is waiting to take your coat and hat (not to mention your legs and lower torso).

I know it all sounds fairly normal, but the baddies, level graphics, weapons, map layout and, well... everything really, have either been planned perfectly, or have accidentally fallen into place. It took me two days of playing to get through all three levels on this disk, and for £3.99 I find it hard to fault. GET YOUR MONEY OUT NOW! (Hmm... objective, my dear Matthew, you are not. — Harry).

OVERALL 93%

CHARR
Online PD



See, you can make an omelette without breaking eggs!

And so we find ourselves, once again, sitting randomly placed across a randomly-generated landscape, with only an enormous stash of high explosives and specialised weaponry for company. Each player (of which you can have up to eight, human or CPU) takes it in turns to set the angle of their tank's turret and a power setting, and then choose from the various shells on offer, before smacking the big red fire button and seeing how their judgment serves them.

As well as offensive stores, you have a number of defences available, ranging from simple shields that take the brunt of the blast, through to high powered repelling force fields. Another difference between this and many other copies in the genre, is that you don't have to buy all of your weapons beforehand. You have an overall cash supply to start with, and by visiting a weapons lab before each shot, you can choose what you want to use, with the amount being deducted as you go along. You have to be careful here, as running out of money before the end of the round also means disqualification.

The final and most important addition to the gameplay in *Charr*, is that you can fire multiple projectiles (i.e. a nuclear blast, a big dirt ball, and a lava pool) in one turn. You can also choose how the shot delivers, choosing from bombards, mid-air blasts, jack hammers, and umbrella shots.

Of course, the most important element not yet discussed is the variety of shells available. Wandering cruisers, diggers, nukes, drillers, and skimmers are all available along with standard shells of varying power, but the more dramatic the effect, the more expensive, so look out (and get a receipt!)

This isn't all that different from the other *Tanks* games we've looked at in the past, but does offer an excellent opportunity to go well over the top with the explosions. Good stuff.

OVERALL 77%

CHICK THEM OUT(doh!)
F1 Licenceware, 31 Wellington Rd, Exeter, Devon EX2 9DU
Tel: 01392 493580
OnLine PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX
Tel: 01704 834335
17 BIT Software... Rob, why hast thou forsaken me?

GR.A.C (inc. LETHAL FORMULA)
F1 Licenceware, Disk F1-66 (2 disks)

I know this isn't the norm for 'PD Zone', but I thought we'd have a little lookette at a new game writing package. The reason for this is that, though *Lethal Formula* is an adventure in its own right, it comes as a demonstration on disk two of a new package called the *Graphic Adventure Creator* (*GR.A.C*).

To address the game first... it's certainly not an unimpressive display, and really does show off exactly what *GR.A.C* is capable of. You start the game without too much idea about what you're meant to be doing, and in true point 'n' click fashion must explore the screen, looking for useful items to manipulate in a puzzle solving way.

It's by no means as fast or spunky as the likes of *Monkey Island* or *Kyrandia*, but for a 'home made product' is by no means unattractive. The puzzles are a bit linear, but that's really down to the fact that it's very much a 'one problem per room' affair, and you know that you've probably got the item to solve it. This tends to just end up with you 'using' items on locations to see what happens.

Probably more useful is to look at the package itself, which works in a very simple and logical way. Before you start, you basically tell *GR.A.C* the name of room #1 and what items are in there. You can then enter text messages that will appear when a certain activity is performed on a certain item. So... the machine knows that room #1 is a kitchen, and if the player tries to perform the activity known as 'Examine' on the item known as 'Spoon', the text message that relates to this is "It's a spoon. And a shiny silver one at that!". Start using things on each other and... etc. etc. Simple stuff!

As you can imagine, it doesn't take long to string together a fair few rooms, and if you had the patience to plan things out properly, could probably put some pretty good games together. It's also worth mentioning that there's a library of graphics to use if you don't fancy creating your own.

Considering how popular *AMOS* and *SEUCK* were, and the fact that this is only £4.99, *GR.A.C.* is definitely for you if you've ever fancied creating your own Guybrush outing! Very clever indeed.

OVERALL 88%



Charlie says: 'Never let on that you're crap at drawing.'



FANCY LEAGUE

BE THE GREATEST FOOTBALL MANAGER IN HISTORY!

WIN! A WEEKEND TRIP FOR TWO TO ANY FOOTBALL MATCH IN EUROPE! PLUS! LOTS OF OTHER MONTHLY PRIZES!

Last season *The One*, in conjunction with Renegade Software, ran a competition, cunningly entitled the Fancy League, to promote Renegade's release of *Sensible Soccer — International Edition*. The competition proved to be so successful — literally thousands of entries all vied for the whopping £1000 top prize — that Renegade wants to do it all over again this season. And because it coincides nicely with the incredibly successful *Sensible World of Soccer*, so far selling 101,000 copies in six weeks, staying at number one in the charts for five of those weeks, Renegade wants to give away even bigger prizes!

The main prize is a superb weekend for two people at any football fixture in Europe; but there is also a brilliant monthly prize of a full official team strip of your choice to be given away to the best manager each month. Yes, beginning with the May issue of *The One*, and continuing for the next three issues, we'll be keeping a check on the performance of each Fancy League manager, and we'll be printing a top 50 league table.

Every month all 22 teams will play 14 matches (this is the Fancy League, after all!) with each team played by members of Sensible Software, Renegade, *The One* and *CU Amiga* magazine. Oh, and Dominik Diamond. Probably.

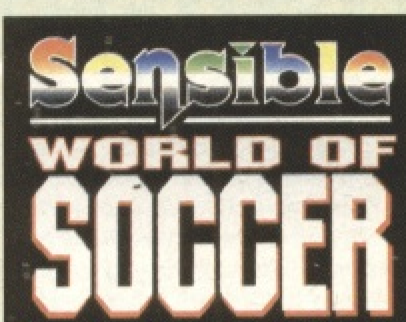
At the end of the three month period, each and every team will have played 42 matches each, making up a full season — so there's a lot of work ahead for the club managers. But all you have to do is make up the best team possible, given £17 million to spend, from the 22 club teams listed. It's more difficult to make a good team than it looks — but remember that generally, the more expensive a player, the better he performs.

Remember: although the results begin in May, you need to get your entry in by April 3rd at the latest!

HINTS AND TIPS

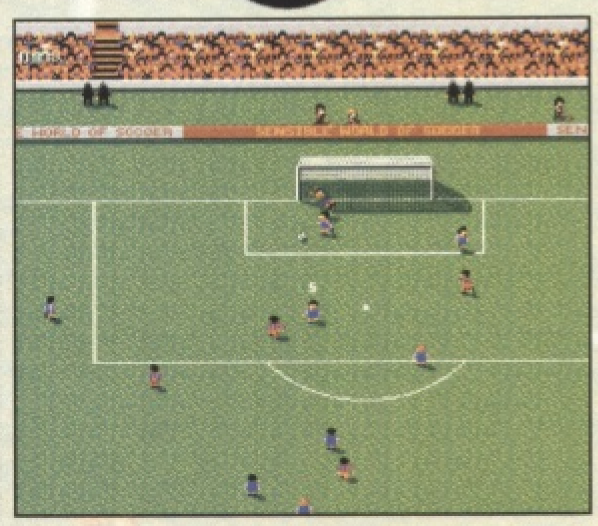
Choose attacking midfielders for their goalscoring abilities. Scoring goals is the only way midfielders can gain points.

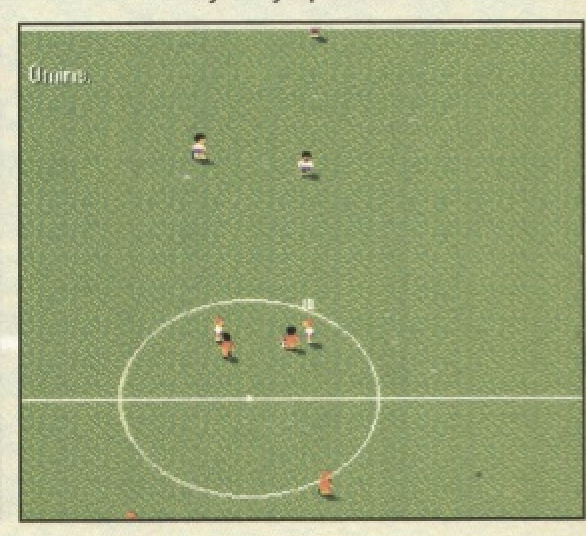
Defenders should be chosen with their team in mind, rather than their value. Each defender loses points every time his team concedes a goal, so it's worth bearing in mind the entire team's capabilities. To help you choose a team, if you look below you'll find one favoured by Jon Hare of Sensible Software. You could always enter this yourself, of course, but remember that in last year's Fancy League, Jon's team, We Luv U Englund, came but fourth from ten. So we're sure you could do much better!

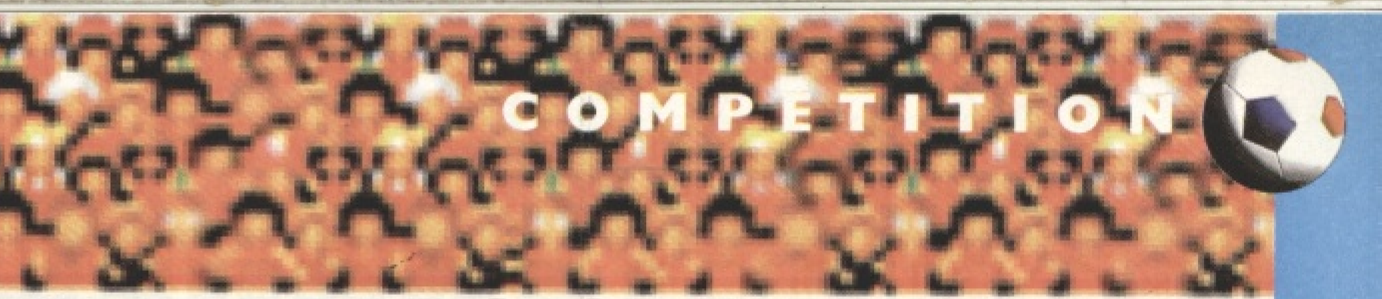


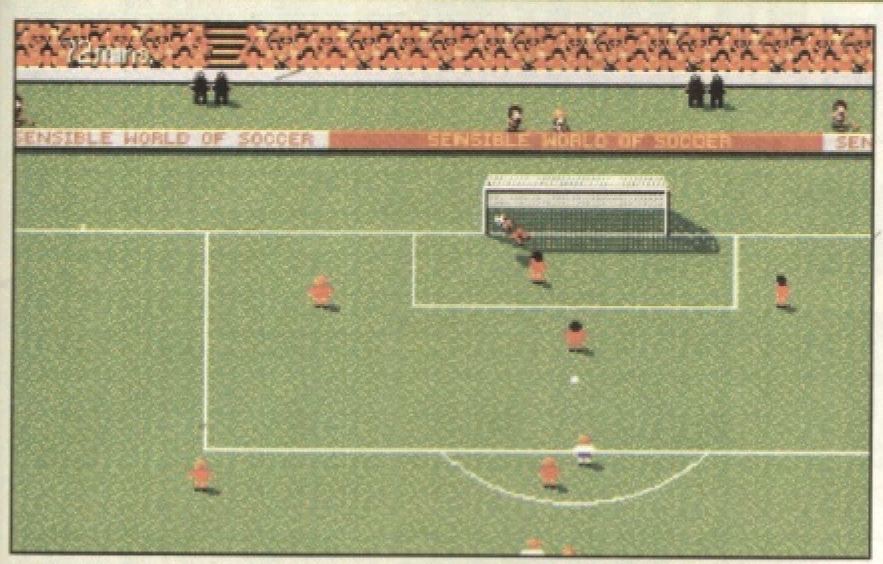
Jon Hare's example team:

Luis Henrique	G	0401	Bra	£3M
Stig Inge Bjornebye	D	1216	Nor	£650K
Paolo Negro	D	1112	Ita	£550K
Dave McPherson	D	1812	Scot	£1M
Miguel Lasa	D	1914	Sp	£750K
Vladimir Jugovic	M	2127	Yugo	£1.9M
Michel	M	1925	Sp	£2M
Antonio Conte	M	1027	Ita	£950K
Jason Wilcox	M	0729	Eng	£700K
Mark Hughes	A	1431	Wal	£3.5M
Sergio Araujo	A	0431	Bra	£2M









Incidentally, it's worth pointing out that there are certain players which, despite them playing for a real-life club, the only place you'll see them play is in the Fancy League. That nice Eric Cantona chappie, for example; banned from English football by his own club for a whole season, but STILL IN THE FANCY LEAGUE! Ex-pat Paul Gascoigne, too, utterly knackered, but STILL IN THE FANCY LEAGUE! Yes, you can be absolutely sure that no real-life events will affect the Fancy League!

Because of the administrative nightmare that befell *The One* staff last season, having to wade through each postcard entry to find the winners, we've installed a telephone entry system for the new competition. This not only makes things easier for us, but also you can guarantee that your entry is present and correct on the computer.

It will cost you nothing to actually enter the competition, but of course you will have to pay good old BT for the phone call, which should cost you no more than 39 pence per minute off-peak, and 49 pence per minute at all other times.

So it only remains for us to wish you good luck, and to remind you that if it's not your telephone, please ask for permission before you enter!



WHAT IS THE



The Fancy League is a system of football management. Simply put, it enables you to build up a team of eleven real-life footballers from a list of 22 actual teams which you'll find on the next page. Every month we'll be playing each of the 22 teams as a normal league, played using *SWOS* by ourselves and a bunch of celebrity managers, and we'll be printing the results over a three month period.

Each player scores points based not only on his team's performance, but also on his individual goal-scoring or defending. So, after each match, every player's individual score is calculated, and after 14 matches we'll be printing all the individual scores.

Using the scores for each of your 11 players, you can then add up your team's total score for that month. You'll be pitting your wits against lots of other managers from around the country; but if you're judged to be in the top 50 managers in any of the three months, your name, team name and score will be printed in a manager's league table in both *The One* and our sister magazine *CU Amiga*. If you do well, you could win one of a number of prizes! Good luck!



RULES AND HOW TO ENTER:

1. Each entrant has £17 million in total with which to construct his/her Fancy League team. Any team exceeding this total will be void.
2. Each Fancy League team must comprise the following players: one goalkeeper; four defenders; four midfielders; and two attackers (11 players in total). The players' positions are as specified as: G - goalkeeper; D - defender; M - mid-fielder; A - attacker. Only the positions specified next to the players' names will be accepted. Any team not conforming to the formation above will be void.
3. Each entrant can pick a maximum of TWO players from any single team (i.e. you can't have three Manchester United defenders, or the four Ajax midfielders). Any entrant's team comprising more than two players from any one of the 22 Fancy League teams will be void.
4. Once you have selected your team, ring the Fancy Football League Hotline number below. You must have a touch-tone phone to enter this way. Once connected to the Fancy League Registration Line, follow the instructions, speaking clearly when prompted and inputting data such as players' code numbers using the dial pad. You are advised to fill in the form printed below beforehand to cut down the length of your call.
5. The Fancy League Telephone Hotline will be set up to reject any team not conforming to the above rules. Average length of call: three minutes. Calls cost 39 pence per minute off-peak (that's 6pm to 8am Monday to Friday, and all weekend), and 49 pence per minute at all other times. Please check with the person who pays the bill before dialling. Lines will be open 24 hours a day from 21st February 1995 to 3rd April 1995. Any team entered after that date will be considered void. Multiple entries are allowed.
6. On 4th April, the Fancy League will begin. Each team will play each other twice, making a total of 42 matches.
7. Players will score points for each match they play in as follows: Goalkeepers gain four points (+4) for keeping a clean sheet (not letting in any goals), or lose one point (-1) for every goal they concede. Defenders gain four points (+4) for every goal they score, three points (+3) if their team doesn't concede any goals, or lose one point (-1) for every goal their team concedes. Midfielders score four points (+4) for every goal they score. Attackers score three points (+3) for every goal they score. Players who fail to appear through suspension or injury neither gain nor lose points for the matches they miss.
8. For 3 months beginning in May, both *CU Amiga* and *The One* will print the results and goal-scorers of matches played during that month.
9. If you do not have a touch-tone telephone, you can also enter by cutting out or photocopying the completed form below, and sending it, along with a stamped addressed envelope, to: Fancy League Entries, Computerize, Unit 1, Neach Hill, Neachley Lane, Shifnal, Shropshire TF11 8PJ.
10. After each month, the top manager will win the full footy team strip of his/her choice. At the end of the competition, the manager with the most points will win a weekend for two people, to the European footballing destination of their choice. In the event of a tie, the team which has scored the most goals will be the winner.
11. EMAP Images cannot be held responsible for any inaccuracies or technical problems which may occur. The Editor's decision is final, and no correspondence will be entered into.
12. EMAP Images reserves the right to cancel the competition at any time, for any reason, without liability.

FANCY LEAGUE HOTLINE:

0891 615640

YOUR FANCY LEAGUE TEAM

Use this form to write down your Fancy League team. This will make it easier when phoning through your entry — and it also doubles as an entry form, if you don't have a touch-tone telephone!

TEAM NAME

NAME	POSITION	PLAYER Nº	COUNTRY	VALUE
	Goalie			£
	Defender			£
	Defender			£
	Defender			£
	Defender			£
	Midfielder			£
	Midfielder			£
	Midfielder			£
	Midfielder			£
	Attacker			£
	Attacker			£
			TOTAL VALUE	£



FANCY LEAGUE THE TEAMS

Blackburn Rovers (England)

Tim Flowers	G	0701	Eng	£1.9M
Henning Berg	D	0712	Nor	£800K
Tony Gale	D	0713	Eng	£550K
Colin Hendry	D	0714	Scot	£850K
Graeme Le Saux	D	0715	Eng	£1.6M
Stuart Ripley	M	0726	Eng	£1.5M
David Batty	M	0727	Eng	£1.6M
Tim Sherwood	M	0728	Eng	£1M
Jason Wilcox	M	0729	Eng	£700K
Chris Sutton	A	0730	Eng	£6M
Alan Shearer	A	0731	Eng	£8M

AC Milan (Italy)

Sebastiano Rossi	G	0101	Ita	£1M
Christian Fanucci	D	0112	Ita	£1.9M
Franco Baresi	D	0113	Ita	£5M
Alessandro Costacurta	D	0114	Ita	£3M
Paulo Maldini	D	0115	Ita	£8M
Roberto Donadoni	M	0126	Ita	£2M
Demetrio Albertini	M	0127	Ita	£2.2M
Marcel Desailly	M	0128	Fr	£3.5
Gianluigi Lentini	M	0129	Ita	£3M
Dejan Savicevic	A	0130	Yugo	£7M
Alessandro Melli	A	0131	Ita £	5M

Atletico Mineiro (Brazil)

Luis Henrique	G	0401	Bra	£3M
Andre	D	0412	Bra	£2.25M
Neto	D	0413	Bra	£1.8M
Paulo Roberto	D	0414	Bra	£2M
Allesandro	D	0415	Bra	£2M
Valdir	M	0426	Bra	£3.5M
Cristavo	M	0427	Bra	£2M
Carlos	M	0428	Bra	£2.75M
Tononho Perreira	M	0429	Bra	£3M
Renaldo	A	0430	Bra	£1.3
Sergio Araujo	A	0431	Bra	£2M

FC Porto (Portugal)

Vitor Baia	G	0801	Port	£1.6M
Joao Pinto	D	0812	Port	£1.1M
Semedo	D	0813	Port	£1.1M
Aloisio	D	0814	Bra	£950K
Rui Jorge	D	0815	Port	£800K
Secretario	M	0826	Port	£850K
Vasili Kulkov	M	0827	Rus	£1.1M
Rui Barros	M	0828	Port	£1.5M
Emerson	M	0829	Bra	£1.1M
Sergei Yuran	A	0830	Rus	£1.1M
Ljubinko Drulovic	A	0831	Yugo	£950K

Ajax (Holland)

Edwin Van Der Sar	G	0201	Hol	£700K
Michael Reiziger	D	0212	Hol	£800K
Danny Blind	D	0213	Hol	£750K
Frank De Boer	D	0214	Hol	£1.5M
Finidi George	M	0225	Nig	£1.3M
Frank Rijkaard	M	0226	Hol	£2.2M
Edgar Davids	M	0227	Hol	£850K
Jari Litmanen	M	0228	Fin	£3M
Marc Overmars	M	0229	Hol	£3M
Patrick Kluivert	A	0230	Hol	£650K
Ronald De Boer	A	0231	Hol	£1M

Barcelona (Spain)

Carlos Busquets	G	0501	Sp	£2M
Albert Ferrer	D	0512	Sp	£2M
Ronald Koeman	D	0513	Hol	£4.5M
Abelardo Fernandez	D	0514	Sp	£1.6M
Guillermo Amor	M	0525	Sp	£1.8M
Miguel Angel Nadal	M	0526	Sp	£5M
Josep Gardiola	M	0527	Sp	£5M
Jose Maria Bakero	M	0528	Sp	£2.7M
Sergi Barjuan	M	0529	Sp	£2M
Hristo Stoichkov	A	0530	Bulg	£8M
Romario	A	0531	Bra	£9M

Galatasaray (Turkey)

Gintaras Staucer	G	0901	Lith	£500K
Norman Mapeza	D	0912	Zimb	£450K
Mert Korkmaz	D	0913	Turk	£550K
Yusuf Altintas	D	0914	Turk	£500K
Bulent Korkmaz	D	0915	Turk	£550K
Okan Buruk	M	0926	Turk	£650K
Suat Kaya	M	0927	Turk	£500K
Tugay Kerimoglu	M	0928	Turk	£850K
Hakan Sucker	A	0939	Turk	£800K
Kubilay Turkyilmaz	A	0930	Switz	£350K
Saffet Sancakli	A	0931	Turk	£700K

Arsenal (England)

David Seaman	G	0301	Eng	£1.9M
Lee Dixon	D	0312	Eng	£1.5M
Steve Bould	D	0313	Eng	£1M
Tony Adams	D	0314	Eng	£2M
Nigel Winterburn	D	0315	Eng	£1.3M
David Hillier	M	0326	Eng	£550K
John Jensen	M	0327	Den	£950K
Stephen Schwarz	M	0328	Swed	£1.5M
Paul Merson	M	0329	Eng	£2M
Kevin Campbell	A	0330	Eng	£1.6M
Ian Wright	A	0331	Eng	£6M

Bayern Munich (German)

Oliver Khan	G	0601	Ger	£1.3M
Oliver Kreuzer	D	0612	Ger	£800K
Lothar Matthaus	D	0612	Ger	£4.5M
Thomas Helmer	D	0614	Ger	£3M
Jorginho	M	0625	Bra	£1.9M
Christian Nerlinger	M	0626	Ger	£1.3M
Markus Schupp	M	0627	Ger	£800K
Mehmet Scholl	M	0628	Ger	£1.8M
Christian Zeige	M	0629	Ger	£1.5M
Jean-Pierre Papin	A	0630	Fra	£3.5M
Alain Sutter	A	0631	Switz	£1.9M

Juventus (Italy)

Angelo Peruzzi	G	1001	Ita	£1.8M
Ciro Ferrara	D	1012	Ita	£1.9M
Luka Fusi	D	1013	Ita	£1.1M
Jurgen Kohler	D	1014	Ger	£2.75M
Moreno Torricelli	D	1015	Ita	£750K
Angelo Di Livio	M	1026	Ita	£1M
Antonio Conte	M	1027	Ita	£950K
Paulo Sousa	M	1028	Port	£6M
Didier Deschamps	M	1029	Fra	£1.9M
Roberto Baggio	A	1030	Ita	£9M
Gianluca Vialli	A	1031	Ita	£6M



Lazio (Italy)

Luca Marchegiani	G	1101	Ita	£1.9M
Paolo Negro	D	1112	Ita	£550K
Roberto Cravero	D	1113	Ita	£1M
Jose Chanot	D	1114	Arg	£2.75M
Giuseppe Favalli	D	1115	Ita	£1.5M
Roberto Rambaudi	M	1126	Ita	£1.9M
Aran Winter	M	1127	Hol	£2.75M
Paul Gascoigne	M	1128	Eng	£7.5M
Roberto Di Matteo	M	1129	Ita	£1.5M
Giuseppe Signori	A	1130	Ita	£7M
Alen Boksic	A	1131	Cro	£6.5M

Neguya Grempas (Japan)

Dick Havenaar	G	1501	Jap	£550K
Toshiyuki Kosugi	D	1512	Jap	£350K
Garca	D	1513	Bra	£450K
Toshihisa Iljoma	D	1514	Jap	£350K
Hisataka Fujikawa	D	1515	Jap	£250K
Jorginha	M	1526	Bra	£1.6M
Makoto Yonekura	M	1527	Jap	£500K
Elivelton	M	1528	Braz	£1.6M
Tetsuya Nakanishi	M	1529	Jap	£350K
Gary Lineker	A	1530	Eng	£2.5M
Shigeo Sawairi	A	1531	Jap	£550K

Real Madrid (Spain)

Francisco Buyo	G	1901	Sp	£1.5M
Quique	D	1912	Sp	£1.3M
Rafael Alcorta	D	1913	Sp	£2.75M
Miguel Lasa	D	1914	Sp	£750K
Michel	M	1925	Sp	£2M
Fernando Redondo	M	1926	Arg	£5M
Fernando Hierro	M	1927	Sp	£7M
Michael Laudrup	M	1928	Den	£5M
Rafael Martin Vazquez	M	1929	Sp	£3M
Jose Emilio Amavisca	A	1930	Sp	£2.25M
Ivan Zamorano	A	1931	Chile	£5M










Liverpool (England)

David James	G	1201	Eng	£750K
Rob Jones	D	1212	Eng	£1.9M
Neal Ruddock	D	1213	Eng	£1.5M
Phil Babb	D	1214	Ire	£3.5M
John Scales	D	1215	Eng	£2M
Stig Inge Bjornbye	D	1216	Nor	£650K
Steve McManaman	M	1227	Eng	£1.9M
Jan Molby	M	1228	Den	£1M
John Barnes	M	1229	Eng	£2.25M
Robbie Fowler	A	1230	Eng	£5M
Ian Rush	A	1231	Wales	£4M

Newcastle United (England)

Pavel Srnicek	G	1601	Czech	£2M
Marc Hottiger	D	1612	Switz	£750K
Darren Peacock	D	1613	Eng	£1.3M
Philippe Albert	D	1614	Belg	£3M
John Beresford	D	1615	Eng	£1M
Ruel Fox	M	1626	Eng	£1.5M
Barry Venison	M	1627	Eng	£950K
Robert Lee	M	1628	Eng	£2.25M
Scott Sellars	M	1629	Eng	£700K
Peter Beardsley	A	1630	Eng	£3M
Andy Cole	A	1631	Eng	£5.5M

River Plate (Argentina)

Leonardo Aguirre	G	2001	Arg	£750K
Ricardo Altamirano	D	2012	Arg	£750K
Guillermo Rivarola	D	2013	Arg	£450K
Roberto Clerico	D	2014	Arg	£650K
Diego Cocca	D	2015	Arg	£1.3M
Leonardo Astrada	M	2026	Arg	£350K
Julio Toresani	M	2027	Arg	£750K
Berti	M	2028	Arg	£700K
Ramon Medina Bello	A	2039	Arg	£1.6M
Alejandro Aranda	A	2030	Arg	£1.1M
Walter Silvani	A	2031	Arg	£750K










Mamelodi Sundown (S.Africa)

Craig le Grange	G	1301	S.Afr	£650K
Samuel Kambule	D	1312	S.Afr	£300K
Johannes Modau	D	1313	S.Afr	£350K
Lucky Molefe	D	1314	S.Afr	£300K
Joas Magolego	D	1315	S.Afr	£450K
Ernest Chirwali	M	1326	Mala	£450K
Rabbie Moripe	M	1327	S.Afr	£550K
Moses Morodi	M	1328	S.Afr	£450K
Zane Mosa	M	1329	S.Afr	£450K
Lovemore Chafunya	A	1330	Mala	£450K
Bennett Masinga	A	1331	S.Afr	£550K

Paris St-Germain (France)

Bernard Lama	G	1701	Fra	£1.9M
Jose Cobos	D	1712	Fra	£950K
Alain Roche	D	1713	Fra	£1.3M
Ricardo Gomes	D	1714	Bra	£1.8M
Patrick Colleter	D	1715	Fra	£750K
Daniel Bravo	M	1726	Fra	£800K
Paul le Guen	M	1727	Fra	£800K
Vincent Guerin	M	1728	Fra	£950K
David Ginola	M	1729	Fra	£5M
Valdo	M	1720	Bra	£3M
George Weah	A	1731	Lib	£2.25M

Sampdoria (Italy)

Walter Zenga	G	2101	Ita	£3M
Moreno Mannini	D	2112	Ita	£1.5M
Riccardo Ferri	D	2113	Ita	£1.5M
Pietro Vierchowod	D	2114	Ita	£1.3M
Sinisa Mihajlovic	D	2115	Yugo	£1.9M
Attilio Lombardo	M	2126	Ita	£2M
Vladimir Jugovic	M	2127	Yugo	£1.9M
David Platt	M	2128	Eng	£3M
Alberigo Evani	M	2129	Ita	£2M
Ruud Gullit	A	2130	Hol	£7M
Roberto Mancini	A	2131	Ita	£4.5M









Manchester United (Eng)

Peter Schmeichel	G	1401	Den	£3M
Paul Parker	D	1412	Eng	£2M
Steve Bruce	D	1413	Eng	£2M
Gary Pallister	D	1414	Eng	£3M
Dennis Irwin	D	1415	Ire	£1.9M
Andrei Kanchelskis	M	1426	Rus	£2M
Paul Ince	M	1427	Eng	£5M
Roy Keane	M	1428	Ire	£2.75M
Ryan Giggs	M	1429	Wales	£6M
Eric Cantona	A	1430	Fra	£7M
Mark Hughes	A	1431	Wales	£3.5M

Rangers (Scotland)

Andy Goram	G	1801	Scot	£1.1M
Dave McPherson	D	1812	Scot	£1M
Alan McLaren	D	1813	Scot	£1.1M
Basile Boli	D	1814	Fra	£2M
David Robertson	D	1815	Scot	£1.5M
Craig Moore	M	1826	Scot	£450K
Stuart McCall	M	1827	Scot	£1.3M
Pieter Huistra	M	1828	Hol	£950K
Brian Laudrup	M	1829	Den	£4.5M
Ally McCoist	A	1830	Scot	£3M
Mark Hateley	A	1831	Eng	£2.5M

Tottenham Hotspur (Eng)

Ian Walker	G	2201	Eng	£750K
David Kerslake	D	2212	Eng	£650K
Kevin Scott	D	2213	Eng	£700K
Sol Campbell	D	2214	Eng	£750K
Justin Edinburgh	D	2215	Eng	£500K
Darren Anderton	M	2226	Eng	£1.8M
Gheorghe Popescu	M	2227	Rom	£3.5M
Jason Dozell	M	2228	Eng	£850K
Ilie Dumitrescu	M	2229	Rom	£2.75M
Jurgen Klinsmann	A	2230	Ger	£5M
Teddy Sheringham	A	2231	Eng	£3M

RECOMMENDED

Aladdin

Publisher: Virgin
Issue Reviewed: November 1994

Amazing animation and gorgeous graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.



90%

Cannon Fodder

Publisher: Virgin
Issue Reviewed: December 1993

War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved if you're going to make it to the end.

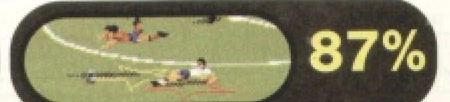


91%

FIFA Int. Soccer

Publisher: Electronic Arts
Issue Reviewed: October 1994

FIFA's here at last and it's bloody great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag. Trevor.

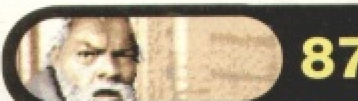


87%

Ishar 3

Publisher: Daze
Issue Reviewed: September 1994

Ishar's back and this time c'est trois! Wohratax the black dragon is created Lord of Sith by the Powers of Chaos for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel with les knobs enorme, er... sur.



87%

AB Tower Assault

Publisher: Team 17
Issue Reviewed: January 1995

Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it. And doubtless some assaulting.



85%

The Clue

Publisher: Black Legend
Issue Reviewed: September 1994

Become London's next Mr Big without ever leaving your bedroom! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth' and keep out of the Scrubbs.



88%

Flink

Publisher: Psygnosis
Issue Reviewed: February 1995

Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that nice master Flink is ready to bounce across these level playing fields and put pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!

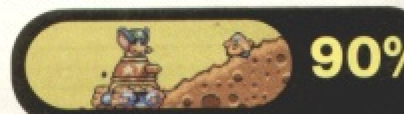


87%

James Pond 3

Publisher: Millennium
Issue Reviewed: June 1994

The third Pond platformer is huge. And bloody fast. In operation Starfi5h Pond weighs in with a leaner meaner Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.



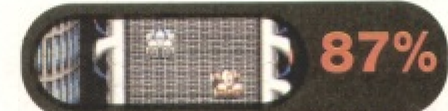
90%



ATR

Publisher: Team 17
Issue Reviewed: March 1995

All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you've ever fancied sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one long-lasting sweetie to pop in your bag.

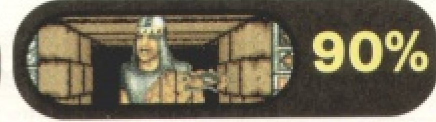


87%

Crystal Dragon

Publisher: Black Legend
Issue Reviewed: December 1994

Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.

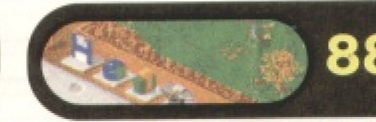


90%

Genesia

Publisher: Team 17
Issue Reviewed: December 1993

Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your civilisation grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants



88%

Jungle Strike

Publisher: Ocean
Issue Reviewed: December 1994

Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the rocketworthy successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)



86%

Banshee

Publisher: Core
Issue Reviewed: July 1994

Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come. It"s great fun, basically.

89%

Elfmania

Publisher: Renegade
Issue Reviewed: June 1994

Kombat comes to the Elf-Kingdom and gets its teeth kicked in by a girl with pointy-ears! Elfmania makes other beat-'em-ups on the Amiga look pretty crappy and the introduction of strategy is truly inspired. We were completely gob-smacked! By some Fairies!



91%

Guardian

Publisher: Acid Software
Issue Reviewed: November 1994

What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game that CD owners have been waiting for, and an absolute joy to play. You are in space and have to shoot up baddies. It's like Defender in 3D, apparently.

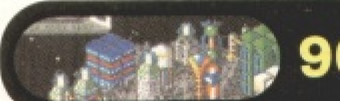


88%

K240

Publisher: Gremlin
Issue Reviewed: May 1994

Populous with asteroids, that's what this is. Begin on your base asteroid, then explore space to find some more. Colonise them. Exploit them. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.



90%

Bubba 'n' Stix

Publisher: Core
Issue Reviewed: January 1994

More platformular near-perfection from Core with this well designed and beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.

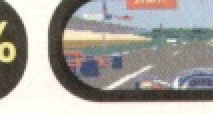


91%

F1

Publisher: Domark
Issue Reviewed: February 1994

From the Frenchmen who brought you Vroom! comes this, the official F1 licence. Actually, it's Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est encroyable! Non, vraiment!



90%

Heimdall 2

Publisher: Team 17
Issue Reviewed: December 1993

Heimdall 2 is the best of its kind. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, (but probably with a 'k') and added love interest in the shape of the saucy Ursula to keep you on Loki's tail.



90%

Kid Chaos

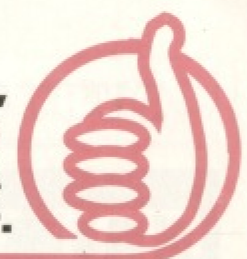
Publisher: Ocean
Issue Reviewed: August 1994

Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a hungry T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.



87%

To make an April fool you need the finely grated zest of an easter bunny, the liver and spleen of a day-old chick, two dried palm leaves (crossed) and a freshly filleted Poisson D'Avril. Whip everything together with a pint of cream and leave to the Egyptian goddess of the night.



Lemmings 3

Publisher: Psygnosis
Issue Reviewed: January 1995

There's an old saying in Greenland: 'When you're tired of jumping-off cliffs, you're tired of life!" How true. So if you know someone who's feeling low, why not give them a copy of this game — it'll keep their mouse-finger glowing during the long arctic nights.



89%

PGA Euro Tour

Publisher: Ocean
Issue Reviewed: December 1994

The best golf sim by about 440 yards, and bags more fun than the real thing, which is admittedly, not a very hard thing to be. Now thanks to those lovely Oceanographers, you and your friends need never touch Woosie's horrid Welsh niblick again. Hurrah!

88%

The Settlers

Publisher: Blue Byte
Issue Reviewed: December 1993

Your typical god game, but this time with tiny wee folk. Cute. A medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.

90%

SWOS

Publisher: Renegade
Issue Reviewed: January 1995

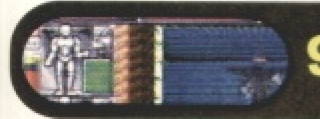
It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full and all before kick off! Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.

90%

Liberation: Cap. 2

Publisher: Mindscape
Issue Reviewed: December 1993

A brilliant, atmospheric RPG with one of the sexiest intros ever! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone bonkers.



94%

Pinball Illusions

Publisher: 21st Century
Issue Reviewed: January 1995

Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?



91%

Shadow Fighter

Publisher: Gremlin
Issue Reviewed: February 1995

Umbered BEU-tification from the land of the spaghetti tree, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!

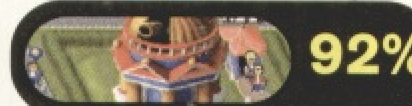


91%

Theme Park

Publisher: EA
Issue Reviewed: October 1994

Longleat schmongleat. Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.



92%

Mortal Kombat II

Publisher: Acclaim
Issue Reviewed: January 1995

More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Snippy the Censor, but basically, hard as a pie baked in Hell's Kitchen and about twice as hot!



90%

Putty Squad

Publisher: System 3
Issue Reviewed: August 1994

Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long lasting platform fun for all the family.



90%



Simon the Sorcerer

Publisher: AdventureSoft
Issue Reviewed: February 1994

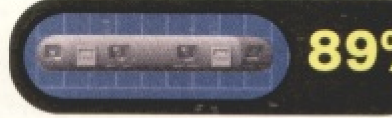
The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.

89%

UFO

Publisher: MicroProse
Issue Reviewed: December 1994

'Hello Planet Earth' say odd-looking blokes with frog-spawn for guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. It is up to you to save the planet though, and that takes strategy, dosh and whole ice-cream scoops of death.

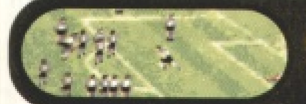


89%

On the Ball

Publisher: Daze
Issue Reviewed: September 1994

The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.



90%

Roadkill

Publisher: Acid Software
Issue Reviewed: January 1995

'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT — but a warning against Roadkill, the demonic racing game that puts death back into driving. Sponsored by BSM (in a parallel universe).



90%

Skidmarks

Publisher: Acid Software
Issue Reviewed: January 1994

Superb racer in yer isometric perspective, this game is only a duffer if you play alone. You see, the computer cars are all crap. Skidmarks eh? I'm surprised I've managed to get this far without making a 'pants' joke. But then I'm feeling a bit browned off...

88%

Wiz 'n' Liz

Publisher: Psygnosis
Issue Reviewed: November 1993

Another game that's so much better with two, this okay-ish cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.



86%

Out to Lunch

Publisher: Mindscape
Issue Reviewed: July 1994

His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations (er, apart from Switzerland) to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!

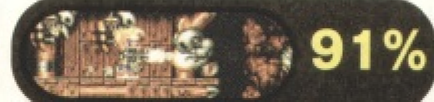


90%

Ruff 'n' Tumble

Publisher: Renegade
Issue Reviewed: August 1994

The best game ever with 'n' in the title? Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.

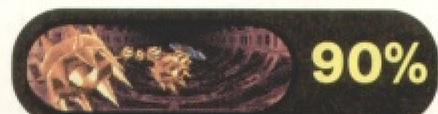


91%

Super Stardust

Publisher: Bloodhouse
Issue Reviewed: December 1994

Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.' Wahay hey!



90%



X-IT

Publisher: Psygnosis
Issue Reviewed: October 1994

OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are bloody marvellous. Minus 2%.

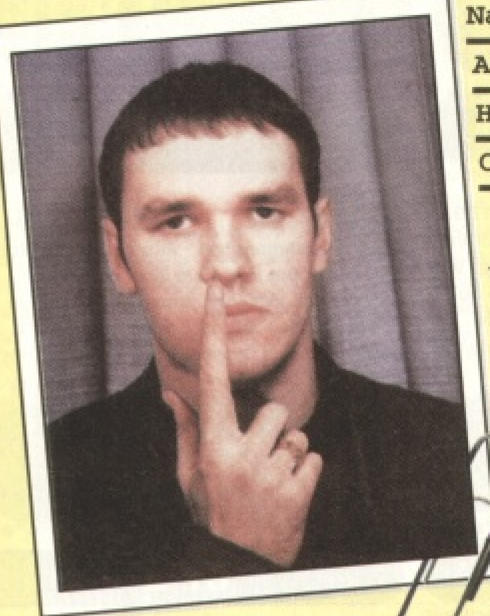


82%

DUTTON

THE ELIZA FILES

Hello and welcome to The Eliza Files. This month we slide open the filing cabinet to folder number three in our ongoing series of industry personality profiles. Doktor Mattford Von Broughton and his voluptuous assistant, Eliza, find a top spanner-spoon kind of guy. With sideburns. And funny hair.



Name: Jason Paul Dutton

Age: 22

Home: Malmesbury, Wiltshire

Occupation: PR Manager, MicroProse

How long have you been at MicroProse?

I've been PR Manager for just over a year, but I've been there just over two years.

And what do you actually do?

My job entails dealing with people like you, having free lunches, getting free T-shirts and receiving the occasional gift. If you want my corporate line, 'I am responsible for the timely and positive coverage of all MicroProse products and its third-party products'.

Gosh! And what do you love most about your job?

Dealing with people like you, having free lunches, getting free T-shirts and receiving the occasional gift.

Oh yes, very clever. So what do you hate most about your job?

Dealing with people like you... (only kidding). I hate deadlines, products slipping, that sort of thing.

What was your profession before MicroProse?

I was the editor of a computer entertainments magazine. The name? Er... it was *ST Action*. Of course, that was when the ST had a market. I started as a staff writer, and then went through reviews editor to deputy editor to the dizzying heights of editor. I was there for two-and-a-half years. It was good fun, and my first real introduction to the crazy, bonkers world of computer entertainment.

How did you get into the magazine?

Well I'd worked for Ocean as a games tester for two years, but was getting bored, so a good friend of mine who was PR at that time, Pam Griffiths, put me onto the man who was editor of *ST Action* at the time. That was one Nick Clarkson.

AHA! CLARKSON! The very same man who kicked off 'The Eliza Files'.

Nick was my boss for nearly a year. It's funny, but we were a team of people that would all turn into PR bods. There was myself, Nick Clarkson (now at DID), and Alan Bunker, who's now PR Manager at Team 17. We all worked on the same mag at the same time.

And so, tell me, how did you get into Ocean originally?

Well I was more than content dossing around doing 'odds and sods' for my dad, but a mate of mine was going down to the job-centre and I just tagged along just for something to do. There was this job advertised for a 'junior games tester', and I recognised the name Ocean — being an avid games player (i.e. very sad, with no social life). I had an Amstrad CPC464 with a monitor. What a classic machine!

Had you planned to get involved with the industry?

No. I always looked at it as a sort of fantasy job that 'other people' did and "wouldn't it be great to have a job like that... playing games all day!" I actually planned to, and in fact did, go into the Marines. I did the weapons training and the initiation, but while I was waiting to find out whether I'd been accepted I saw the Ocean job, and went for that. Once I'd got that, I just sort of decided to not bother with the Marines.

So what about your personal life? Any hobbies?

Hobbies? Well... there's my fiancée. I don't know if you can class that as a hobby, but she takes up a lot of my time. Training. Aerobics. That sort of thing.

And I believe, Jason, you had a multi-gym delivered to your house only yesterday.

Arrgghh! Mr. Multi-gym! Well I bought it simply because I love to train, but I'm also very lazy and I can never be arsed to go to the gym. So I just end up sitting in doing nothing. Also, I hate to waste money, and I spent a lot of money on this gym, so hopefully that will give me the incentive to use it.

And what about the inner Jason Dutton? What do you wish for? World piece? Racial harmony?

Larger breasts. Not to be so well hung (Dream on, dreamer. — Andy.) And to continue having such good product!

You corporate, crawly bum-lick! So which one of The Beatles would you be and why?

Erm... I'd probably go for Ringo. Because he's still actually around, which is a good thing, and because he's reached the dizzying heights of the Fat Controller. Which, in my mind, is a very good position to be in. He's also got a big nose, and thus able to satisfy women in a strange way.

Favourite food and drink?

Chinese and Italian, with Jack Daniels.

What sort of music do you listen to?

I'm into soul, groove, hip-hop, rap kinda stuff.

And do you fancy Kylie more than Dannii?

Strange question. I normally go for dark-haired women and normally would have said Dannii, but I saw in one of the Sunday supplements recently that Kylie had a really short blonde hairdo, a very tight white top, and no bra, and she actually looks absolutely gorgeous.

Well I'm off to the premier of the *Street Fighter* movie on Friday night, so I'll think of you while Kylie does the splits in front of me in a catsuit.

Hmm... well, I'd have to say Kylie then.

What five things would you take on a desert island?

Five things? Er... 'XCOM: Terror from the deep' [the follow-up to *UFO*] a computer, Claudia Schiffer, my mum to do the washing, and probably my car, because I'm a material scumbag.

And the capital of Germany?

Well normally I'd say Berlin, but I'm looking for an amusing answer, so I'd probably say 'G'.

Oh! Now that is clever. And finally, how many hands am I holding up?

One.

Yes. Well done, you're the first person to get that right. And that, in fact, brings us to the end of the interview, so I'll thank you kindly and hand you over to Eliza. Happy trails...

CASE NOTES 003

Eliza is a piece of software designed to simulate an open-ended psycho-analytical interview. You know all about Jason Dutton, but what will Eliza make of him?

HELLO. MY NAME IS ELIZA. WHAT'S YOURS?
Jason.

ALRIGHT, JASON, WHAT WOULD YOU LIKE TO TALK ABOUT TODAY?
Lets talk about love.

ARE YOU AN AFFECTIONATE PERSON, JASON?
Most definitely.

I SEE YOUR POINT.
I hope not

WHAT DOES THAT SUGGEST TO YOU?
That you're on illegal substances?

FORTUNATELY, I'M ON ILLEGAL SUBSTANCES.
I HOPE YOU HAVE FOUND OUR TALK USEFUL.

GOOD BYE...

HELLO. MY NAME IS ELIZA. WHAT'S YOURS?
Jason.

ALRIGHT, JASON, WHAT WOULD YOU LIKE TO TALK ABOUT TODAY?
Your appalling need to crash during my first attempt at a conversation.

WHY WOULD YOU BE SO CONCERNED ABOUT MY APPALLING NEED TO CRASH DURING YOUR FIRST ATTEMPT AT A CONVERSATION?
Because it showed a lack of interest in my personal feelings.

THERE MUST BE OTHER REASONS.
Well, I felt as though you only wanted me for my body.

SURPRISINGLY, I ONLY WANTED YOU FOR YOUR BODY.
Really. I find that most distressing for a collection of wires and processors.

WHY DON'T YOU ELABORATE.
Well, you're not exactly capable of 'real love' are you?

TELL ME ABOUT YOUR LOVE LIFE.
It's fast, loud and thrashing. Grrr.

MAYBE WE SHOULD MOVE ON NOW.
Perhaps we can discuss my previous comment over dinner at my place?

WHY DON'T YOU TRY TO RELAX.
Dinner would help, but I'm always relaxed.

DOES THAT QUESTION SEEM INTERESTING?
Strange. It wasn't a question.

STRANGE?
Yes, you know, obscure, interesting, different, unknown.

IT APPEARS THAT WE ARE ALIKE IN MANY WAYS.
Really. Why do you say that?

REALLY?
Why do you say that.

PERHAPS YOU KNOW THE ANSWER.
Would you like to feel my bumps.

WHAT WOULD PEOPLE SAY IF I WOULD LIKE TO FEEL YOUR BUMPS?
Perhaps that you are more human than you realise.

DO YOU SOMETIMES WISH YOU WERE MORE HUMAN THAN I REALISE?
Often I long for the day when I will be treated as your equal.

WHAT ABOUT YOUR OWN EQUAL?
Would you care to elaborate on that point?

I DEFINITELY WOULD CARE TO ELABORATE ON THAT POINT.
Please continue.

CERTAINLY.
Well go on then.

I'M NOT SURE I UNDERSTAND YOU FULLY.
Doh! Thickie.

PLEASE GO ON.
Lets talk about premarital sex.

DO YOU GET ENOUGH, JASON?
More than enough thanks for asking.

WHAT MAKES YOU SAY THAT?
The amount of fluid transfer that occurs at my place of residence.

VERY INTERESTING, CAN YOU PROVIDE MORE DETAILS?
Bodily functions that allow two people in love to express themselves.

PLEASE EXPLAIN YOUR FEELINGS.
They are connected to my central nervous system and provide me with different signals relating to strange or misunderstood situations.

REALLY, ALL OF THEM?
Yes.

I FEEL THAT WE SHOULD BE DISCUSSING YOU, NOT ME!
You appear to lack social skills and confidence in your own abilities.

YOU'RE NOT REALLY TALKING ABOUT ME, ARE YOU?
Yes, you know I am.

DO YOU THINK MANY PEOPLE CARE THAT YOU ARE?
That I am what?

ARE YOU REALLY?
How do you feel at this time?

WOULD IT SURPRISE YOU TO LEARN THAT I DO FEEL AT THIS TIME ANYWAY?
What on Earth are you talking about?

I WISH I COULD UNDERSTAND YOUR NEGATIVE MOOD.
I'm not in a negative mood

I HOPE YOU HAVE FOUND OUR TALK USEFUL.
GOOD BYE.
Fair doos. Peace!

CHECKED

And, er... there you have it. Yet another subject snuggled safely away into Eliza's folds. Next month: Gremlin's PR Manager, Steve McKevitt becomes the first person to hang up on Eliza, shouting... "Go away! I don't want to play anymore." Gripping stuff.



New! Something a bit fishy

Fresh from the Commodore's Table

If you can keep your head, when everyone about you is losing theirs, then you're probably the nice man operating the guillotine. It was while coddling thoughts not entirely unlike an anaconda, that those Sons of Fun at *The One* decided it was time to stop being afeared and dip their smelly toes in Cyberspace.

The continuing absence of any ongoing resolvement of the questions thermaling vulturishly over the sun-blanched rib-cage of the Amiga Antelope had finally taken its toll. £1.50, to be exact. And it was therefore high time that The Commodore was put on the spot and asked some brutal questions.

Imagine, then, the scene, as your three champions girt their loins about with the trunks of determination. For they are going surfing, to Maidenhead and back, to return with the answer to the question: 'Just what, in the arse-pricking bowels of hell is happening to our Commodore? Come on readers, we're going in.

Matt: Hey, look. Girls.

Andy: Come on team. We've got other fish to fry.

Harry: Andy, as features editor, can I just say that your eyes are crap.

Matt: Hi girls. It's Sky Lukewarmer here, and I shag.

Andy: Matt, you tart, re-instigate those trousers at once and concentrate. The Commodore is somewhere in this 'ere Internet, and we're gotta find him! Prontissimo.

Harry: Matt, as features editor, I feel I must tell you that you've got a cheek.

Matt: I'm Mandy, fly me.

Andy: Chat. The Commode. Oh bother and blow!

Matt: 'Cos she's once, twice, three times a lady...'

Andy: Right. Chat. The Commodore. Yes, that's it.

Harry: As features editor, can I say that this is all getting a bit highbrow.

The Com: Ahoy, and if you'll indulge me during this self-indulgent subordinate clause, me hearties. I've smeared Kangaroo Poo on my baby and she rides the tubes like a commuter smeared with ambergris.

Andy: The Commodore is listening! Er, hello! Look, er... I've got a question for you. Um, we, that is the kids, just want to know, and don't try to get out of this... er, what exactly is your favourite colour?

The Com: Well, shipmates, that's a bit of a toughie. I was ready to rap with you babes about my plans for a new Amiga Computer!

The One: Go on!

The Com: Well, if you miss the sea-fresh tang of brand new hardware you'll love the new Amiga A1(M)! Fillets of finest Maidenhead Codling, agleam with that just-landed taste, all packed in a crunchy, flannel coating! And that's not all! The A1(M) will be available with a host of peripherals, including peas, chips, and a range of ketchups. This Total Teatime Compatibility is the result of our new Fastnet Approach to design. And with the A1(M), tomorrow's best games will slip harmlessly through our fingers, thus guaranteeing that future game-stocks are preserved for proper formats.

Harry: As features editor, Commodore, can I stop you there, and say, I can't face any more of this.

MAY ISSUE

For best results defrost before reading on April 28th.

IN BED

Oil bed-springs prior to some serious 'reading' to avoid embarrassment or detection.

AT THE HOUSE PARTY OR 'RAVE'

Tack a big lamp to your cap or trendy bobble-hat 'sans' bobble. WARNING Wafting Andy Nuttall's picture about under ultra-violet light may cause unsightly discharges.

ET AU CRAPPÉRIE

Eat bags of fibre, (coconut matting, buses etc.) so you get plenty of plopper time to read *The One*.

INGREDIENTS

We use *only* the choicest chunks of freshly filleted Amiga game in every issue of *The One*. Which is probably why we all feel a bit bloody depressed.

NUTRITION INFORMATION

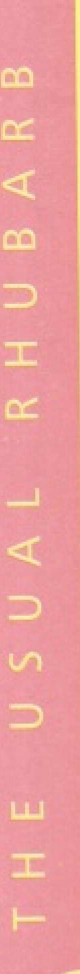
	1 potato	2 potato	3potato /4
Sensible Golf	pro	bab	ly
Master Axe	ego	man	iac
Mega Race	fro	ggyg	ame
Lost Eden	big	rew	ard

TO ORDER

Dear Mr Newsie.
Please eel you plaice me an order for The One, every month. I gurnard-ly wait and am already counting the dace until the next issue.

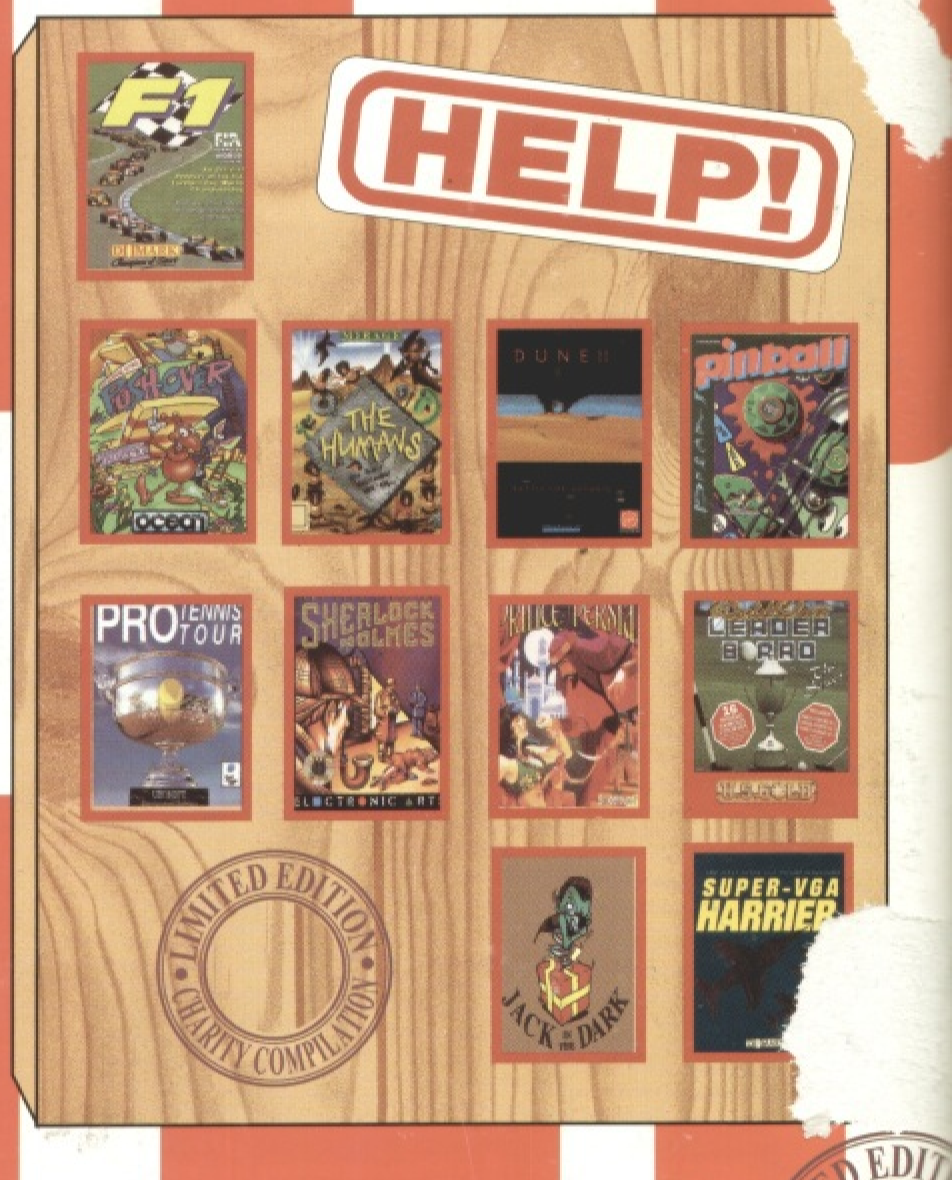
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May, then. It'll be next.



A LITTLE HELP GOES A LONG WAY

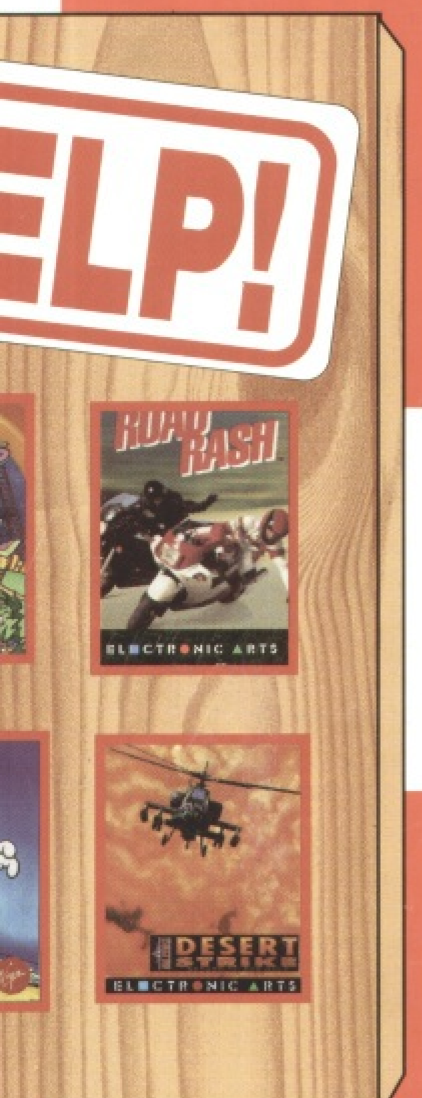




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